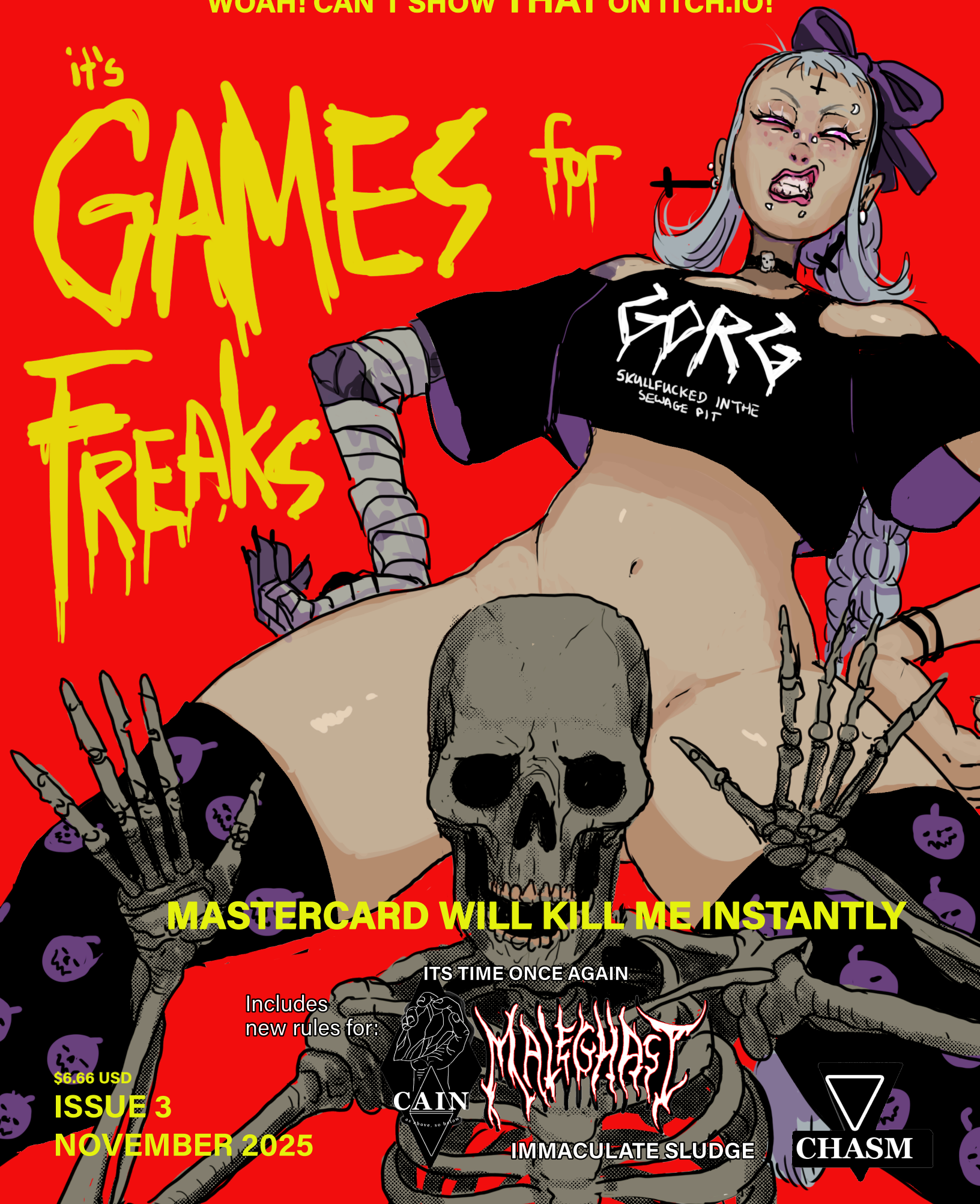
WOAH! CAN'T SHOW **THAT** ON ITCH.IO!

it's GAMES for FREAKS



MASTERCARD WILL KILL ME INSTANTLY

ITS TIME ONCE AGAIN

Includes
new rules for:

CAIN

MALEGHAST

IMMACULATE SLUDGE

CHASM

$6.66 USD
ISSUE 3
NOVEMBER 2025

OH.

EXPECTED YOU THAT VULGAR *WRETCH*, *CHARLOTTE*?

NONESUCH.

I AM *GIDEON*, THE *BLACK*. ALSO CALLED THE ACCURSED.

I AM *NECROMANCER*, BY COVENANT AND SACRIFICE. BY THE DARK BLOOD OF *GORMENGORR*, THE CORPSE-THAT-WAS.

THIS *FOOLERY* WILL *CEASE*.

Turn him into a marketable mascot NOW.

??!

LETS GET TO IT

Art, layout and game design by Tom Bloom/ CHASM ©2025
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I missed Halloween with this release. Please forgive me.

Patreon.com/ killsixbilliondemons
Tombloom.itch.io

CHASM
Vol 3
June 2025
$6.66

Marketable Mag Host
Gideon the Accursed

Thanks, Gideon.

Ya'll, this one ended up being a fucking chunky book. This edition of the zine is almost as large as Maleghast, twice as large as the first Games for Freaks and has way more art. Please forgive me for doubling the price. It'll be free within a year. My kids eat an unreal amount of berries. Do you know how expensive berries are?

This edition of the book has 39 (??) new maps and other assorted goodies for Maleghast as well as a huge fucking heap of cool shit for CAIN including new blasphemies (one of which you can fight) and PERFECT SINS which I hope you enjoy dying to. I'm very proud of it and hope you have a great time playing through the new stuff.

- Tom Bloom

FILTH PIT LISTENING CORNER

The Callous Daoboys - I Don't Want to See You in Heaven
2025

God smiles on the Callous Daoboys.

(My favorite album of 2025.)

Spirit Box - Tsunami Sea
2025

I've recently rediscovered Spirit Box. I can confirm they are a banger outfit - live as well as on record. They're one of those bands that has a consistent sound that they tweak here and there every album to keep things interesting, and its a good one. Tsunami sea is a really solid and cohesive album that's worth diving into if you're new to the band, although I'd say it loses steam a little near the end. Courtney LaPlante is talented as hell as one of the few mainstream female metal vocalists, but what pushes this band to the front is their really strong songwriting. I think this is a really solid 7.5/10 for me.

Also Eternal Blue is a very good Spiritbox album you should listen to.

They haven't sued me yet

THE SICKO ZONE

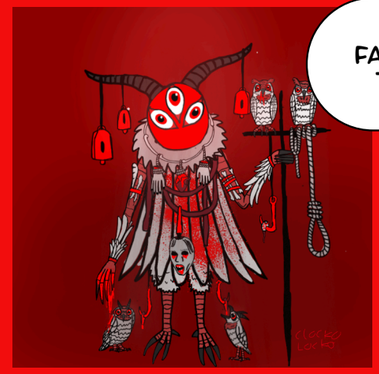
People keep shooting over incredibly sick shit they've made. This is the place for it!
If you've got something to submit shoot it over (ksbdabbadon@gmail.com) or post on the CHASM discord and it might make it into the next edition.

Chad Tepes

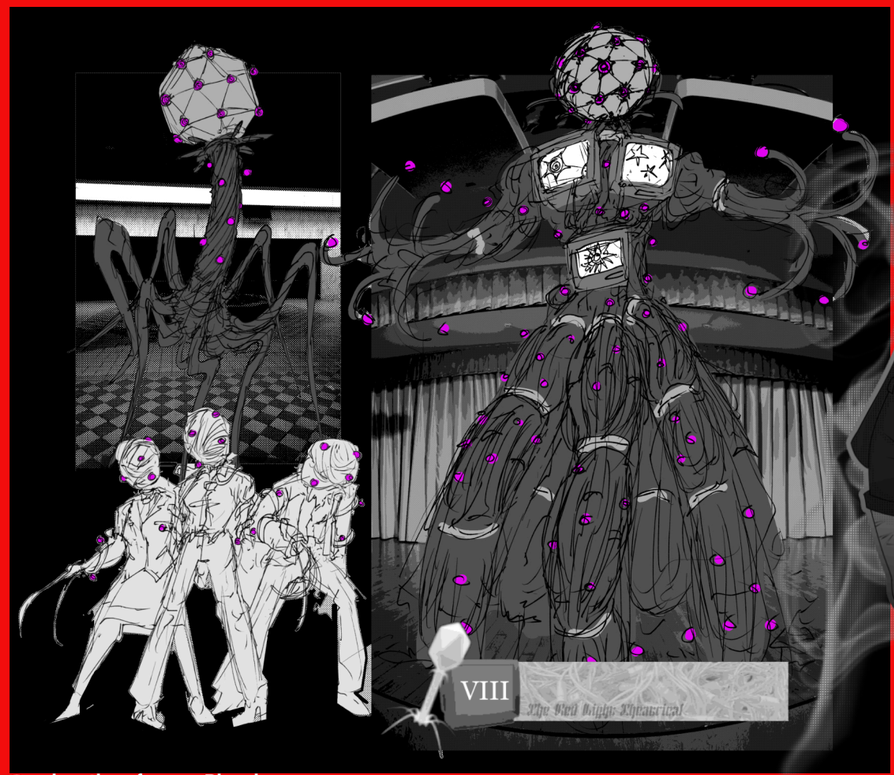
Haneko on Discord

@Mhudsonartist on Instagram

@thespacesam on Instagram

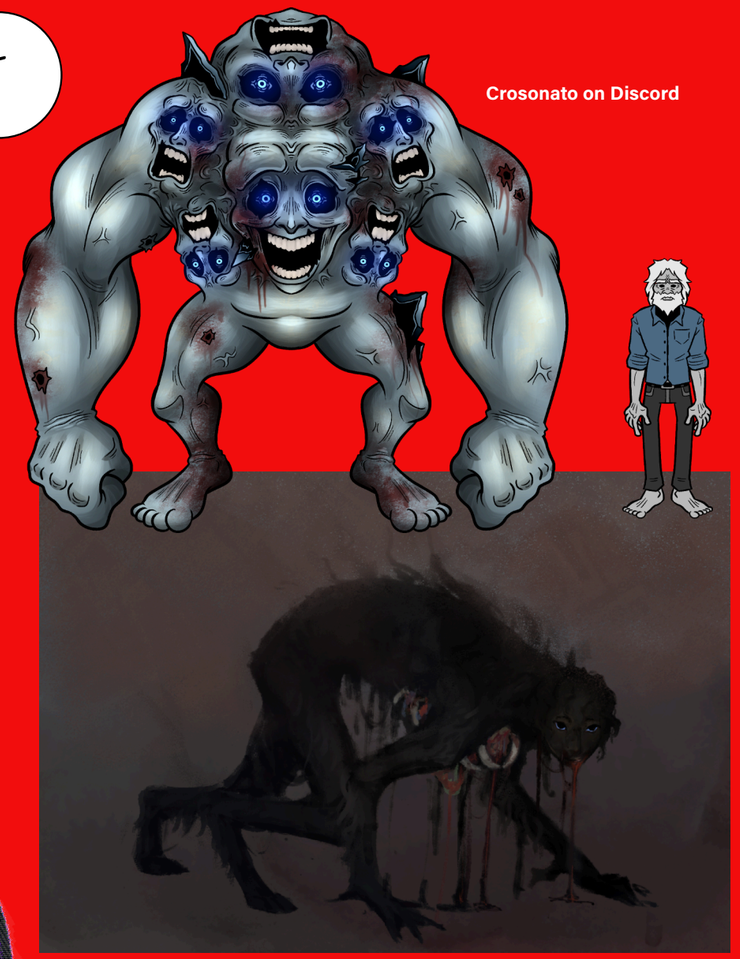


Skitterman on Discord



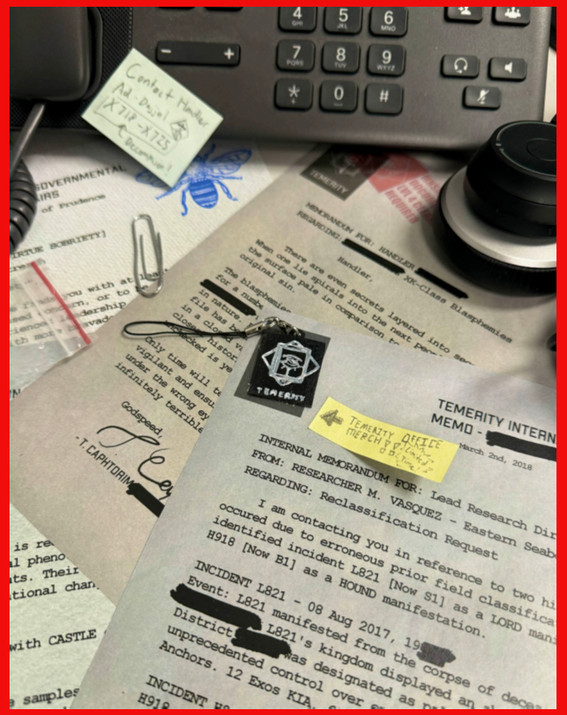
@yadanathreefour on Bluesky

ComfyArts on Discord

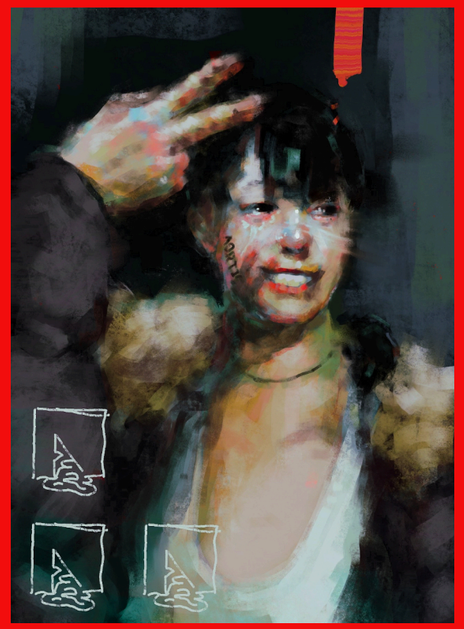


Crosonato on Discord

Ofahumanbean on Discord



@sveltesnorlax on Bluesky



@Popcorn_ceiling_skies on Instagram

Holliday on Discord

@Bygagadoodles on Instagram

@Casademordecai on Instagram

@Mrfifi on Bluesky

CryptidSock on Discord

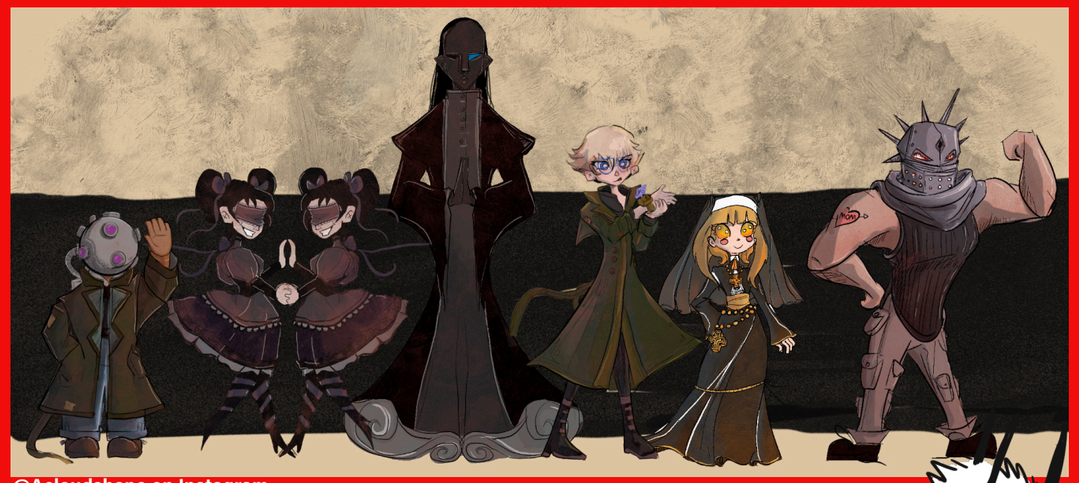
@Freya._.b07

Lamb on Discord

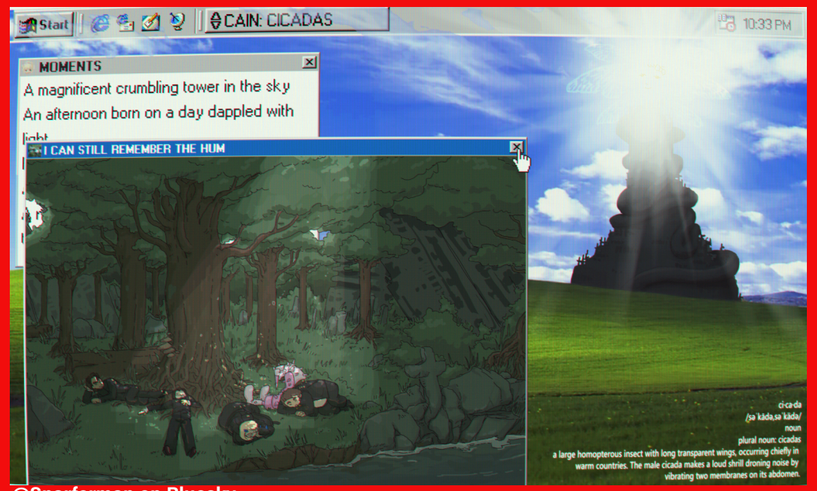
Cylphae on Discord

Theja Shirshu on Instagram

@Pillar_shine on bluesky



@Acloudshape on Instagram



@Snarferman on Bluesky

@Soleilthesun1

@Deadmanw4lking on Twitter

Corvid Wizard on Discord

Sanguisuga
Purificatore
Prescelto
Fucefiore
Antigrete
Berserker
Sacerdote
Inquisitore
Ghiacciaio
Ghiacciaio
Necessario
Corne
Sadoghoul
Invasato / Colerico
Pietmo
Banshee
Ghiacciaio
Ghiacciaio
Sacerdote
Ghiacciaio
Ghiacciaio
Putrido
Peccio
Ghiacciaio
Ghiacciaio
Ghiaccia

Special Haunts

Most of Anzenmezzeron is a sprawling cthonic labyrinth that swallows up even the most hardy of thrill seekers, adventurers, or tomb-raiders and spits out nothing but bones. The surface part of the city, lit as it is by a feeble and cursed sun, is often veiled by fog, smoke, or blackened storms. The twisting streets and crumbling gothic ruins that compromise most of the city are maddening in their layout - settlement laid upon settlement upon settlement, the putrid corpses of civilizations sloughing off into one another into boiling pits of waste.

To make matters worse, the city's proximity to Hell and the breaking of Death within its bounds have shattered its very relationship to place and time. Gravity shifts and twists, turning buildings on their sides, or pulling them into a vortex. Longer journeys become perilous - doors, gates, roads, and passages physically shift as the city slowly slumps towards hell, grinding like the pained howling of some cavernous leviathan. To travel to one part of the city may be a matter of walking a few hours one week, then a month's journey the next. Roads may stretch, shatter, or shift and plunge suddenly into lightless caverns.

To those new to the city, it is a special kindof hell. For the cursed city's denizens, it's merely everyday existence. After all, **they have all the time in the world.**

SPECIAL HAUNTS

What follows is a list of **special haunts** for Maleghast that you can use in your own games to vary up your games. These scenarios have an accompanying map that is balanced for two players. Each may have one or two special rules detailed in the haunt description, but may all use one or more of the following:

- **INTERACT** - Do something on the map. To INTERACT, a unit must be sharing space with whatever it's interacting with unless specified. INTERACTing does not take an ACT or a MOVE slot, and can only be done once during its turn for each unit.
- **RECOVER** - A unit that recovers hp heals it, adding to its HP total. A unit cannot recover more hp than their max
- **NEUTRAL** - This unit counts as a foe to all sides
- **RESPAWN** - When defeated, remove the unit, then re-deploy it again in free space in its own deployment zone at the start of the next round. It leaves a corpse and triggers any on-death effects as normal. That unit becomes SOULLESS. Necromancers are re-deployed at 50% max hp instead and the game does not end when they are defeated. SOULLESS units cannot respawn.

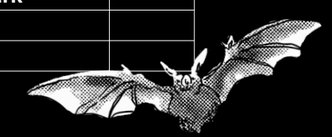
All maps use the following key, which is reprinted on each page. You can check the core book for specific rules.

- **ELV**: Elevated space
- **ADV**: Adverse terrain
- **STAIR:** Stair space
- **WALL**: Wall
- **HAZ**: Hazard
- **SPC**: Special space, dependent on map.
- **DEPL:** Deployment zone. Some are marked P1 or P2 for player one and two.
- **NUM:** Numbered space, effects dependent on haunt.

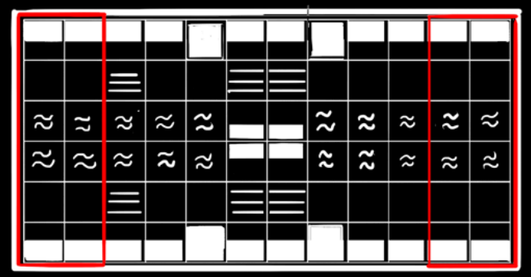
Roll 1d6, then **roll 1d6.** Pick the first d6 as the 'tens' and the second as the 'digits'. A roll of 3 and 4 would be '34' for example. Then look up the appropriate haunt and take pity upon your poor units.
There are three skull based special haunts at the end also not on the table list. You can pick these maps or roll 1d3 (roll 1d6 and half the results).

Roll	Haunt	Page
11	East Sewage Gutter	
12	Petrified Necrosphinx	
13	Abandoned Crofts	
14	Pauper's Crypts	
15	Corpse Crusher	
16	The Crows	
21	Drowning Chamber	
22	Purgatory Walk	
23	Refuse Incinerator 451	
24	Crumbling Catacombs	
25	Mycelium Hive	
26	Soul Drinker's Chamber	
31	Refectory	
32	West Corpse Cistern	
33	Entrance Hall Sacrificial Pit	
34	Malebolge Bulwark	
35	Hellforge	
36	Crematory	

Roll	Haunt	Page
41	Hellmouth	
42	Wildlife Sanctuary	
43	Ghoul Hunting Ground	
44	Poison Swamp	
45	Undermine	
46	Split	
51	The Heap	
52	Two Fort	
53	Blood Gulch	
54	Dismemberment Machine	
55	Choked Hall	
56	Echo of a Past Time	
61	Writhing Chaos	
62	Ballroom	
63	The Witherer	
64	Trapped Chamber	
65	Crusader Armory	
66	NAGEL	



Roll	SKULLS! SKULLS! SKULLS!	Page
1	Soccer	
2	Capture the Skull	
3	Skull Harvest	



11. EAST SEWAGE GUTTER

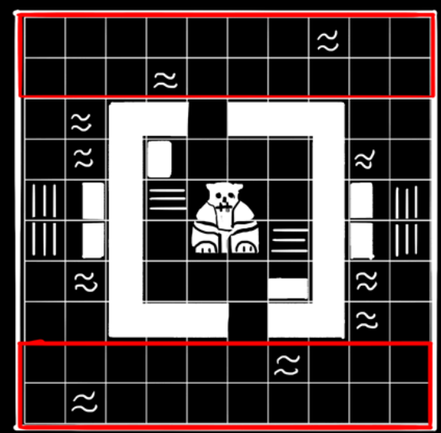
The fetid waters run thick with alligator rats.

Vapors: All units lose immunity to *hazards*.
Alligator Rats: Any unit that exits an *adverse* terrain space (whether on this map, or created later) also places a *hazard* on that *adverse* terrain.

12. PETRIFIED NECROSPHINX

A potent husk of one of the city guardians, enshrined and worshipped. Necrosphinxes are immune to the Stain and instead petrify over their long undeath.

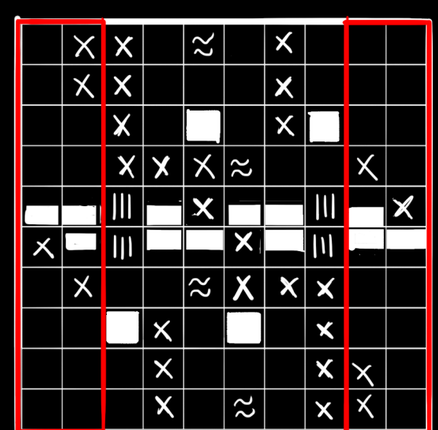
Unholy Power: The 2x2 Necrosphinx in the middle of the map is an indestructible, immovable *wall*. Any unit may INTERACT from any adjacent space to roll the effect die. **1:** Unit is *obliterated*, **2-5**: Unit may gain 1 *vitality*, *speed,* and *strength*, **6:** Unit is *obliterated*, but grant 1 *strength* to all allies everywhere.

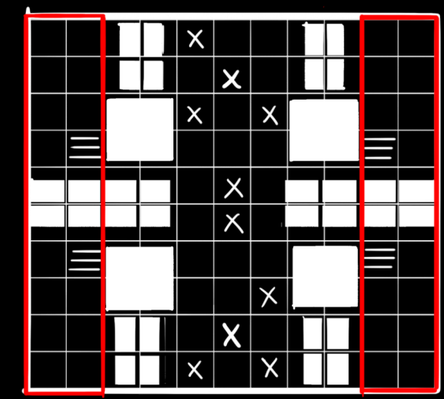


13. ABANDONED CROFTS

The abandoned, forgotten and inert dead fall crumbling into the abyss, where even the traces of their bodies are plunged into oblivion.

Chasms: Special spaces on the map are *chasms*. Chasms are *adverse* terrain and units slain in a chasm space are *obliterated.*





14. PAUPER'S CRYPT

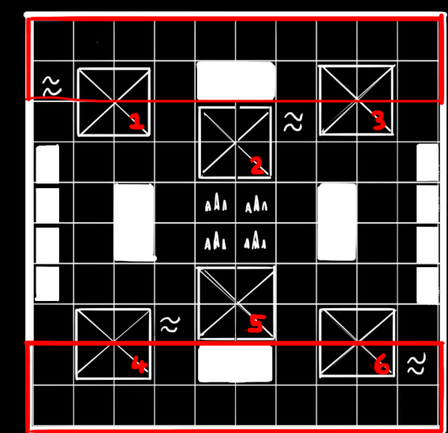
Pauper's coffins scrawled with the resting curse, to keep their dead inert.

Tombs: Special spaces on the maps are *tombs*. Tombs are elevated spaces. A unit standing in a tomb space can search it by INTERACTing and rolling the effect die. On a 1-3, unearth a corpse in a free adjacent space. On a 4+, also gain 1 SOUL. Tombs can only be opened once.

15. CORPSE CRUSHER

One of the many disposal machines to grind up the mindless dead into parts for burning and disposal.

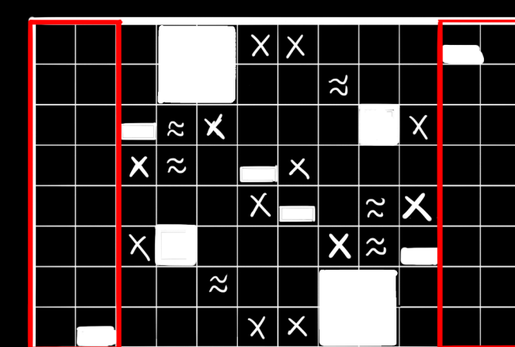
Old Bonebreaker: At the end of each round, roll 1d6. Sections of the map marked with that number become walls. Units standing in those spaces are obliterated. Re-roll duplicates.

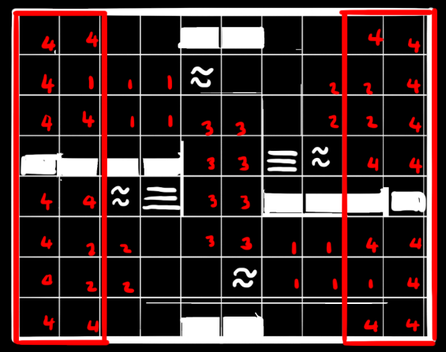


16. THE CROWS

Anzenmezzeron's crows are fat, aggressive, and often grow to dog size. They are far more common than the city's owls, though not nearly as deadly.

Corvid Feeding Ground: Special spaces are *crow flocks*. No corpses can be created in crow flock spaces, and they count as a hazard. All corpses turn into crow flock spaces at the end of the round.



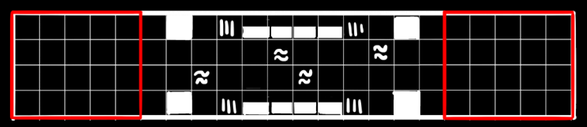


21. DROWNING CHAMBER

A torture chamber designed to submerge the undying in perpetual drowning hell.

Flood: Special spaces are *flood* spaces. Flooded spaces start as normal spaces, but at the indicated round, they become both adverse terrain and hazards.

22. PURGATORY WALK



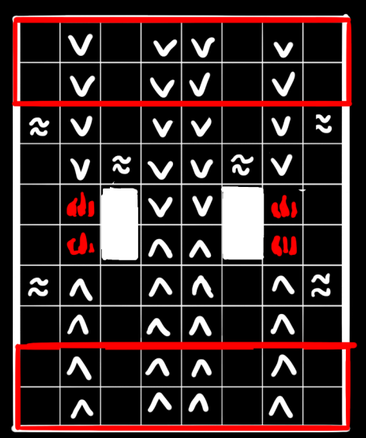
A near endless hallway, avoided by most. Thought to be a trick of the city.

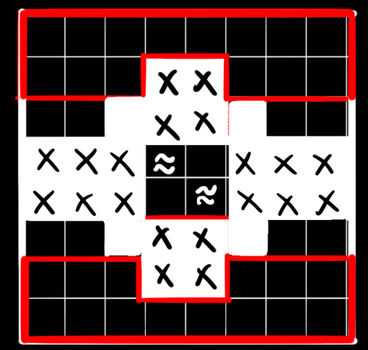
Denied End: Units that are slain become *lingering soul* special spaces at the end of the turn they are slain. Their SOUL is not automatically collected but must be collected by a unit INTERACTing while standing in their space, removing it. Any side may do this.

23. REFUSE INCINERATOR 451

Great furnaces run by the fat boilers guild that perpetually burn away both the trash of the city and the mindless dead.

Disposal Furnace: Special zones are *slides* and *incinerator* spaces. Units that start or end their turn on a slide are pushed 1 in the direction of the slide. A unit that's pushed into an incinerator space by any means is *obliterated* but grants its side +1 SOUL.

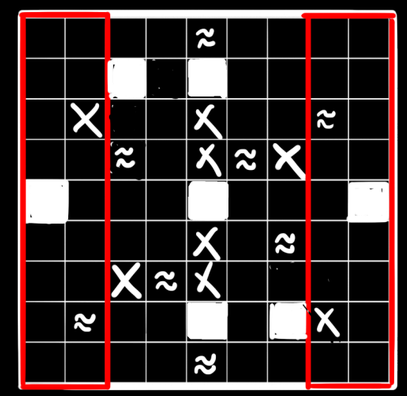




24. CRUMBLING CATACOMBS

One of Anzenmezzeron's many antediluvian tombs, so aged that its walls have crumbled into sand.

Ancient Tomb: Special spaces are *crumbling walls*. Units may enter these walls, either voluntarily or involuntarily. They immediately stop moving and lose all remaining triggering movement, but the wall is destroyed.
Curse of Decay: All walls created become crumbling walls instead.



25. MYCELIUM HIVE

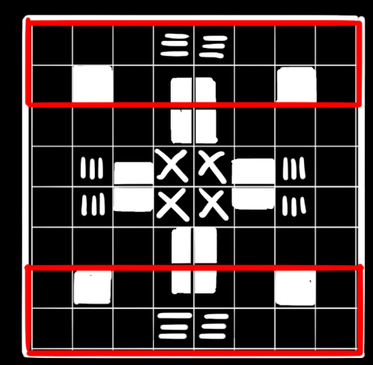
Great knot of the bloody oak mushroom, that thrives in the city and has many adherents and worshippers.

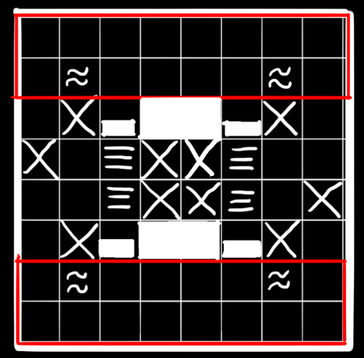
Fungal Forest: Special spaces are *mushrooms*. Units that are slain turn into *mushroom* spaces in addition to leaving a corpse. A unit can INTERACT with a mushroom space, removing it, to *recover* 1 hp and gain 1 *strength* and 1 *vulnerable*.

26. SOUL DRINKER'S CHAMBER

One of the many ritual chambers of Those That Came Before.

Soul Drinking Ritual: Special spaces are soul circles. Soul circles are elevated spaces and any non-necromancer unit ending its turn in a soul circle deals 1 piercing damage to all other adjacent units, then recovers 1d3 hp.





32. WEST CORPSE CISTERN

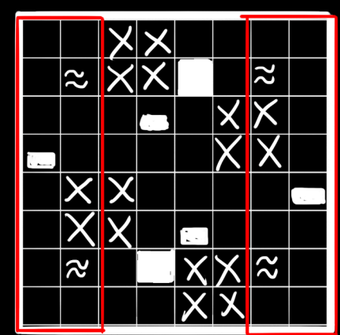
Dumping ground for the millions of mindless dead, lost to the Stain. Here they pile up beneath the shallow waters, writhing in agony.

Body Piles: Special spaces are *body piles*. Body Piles are elevated spaces. The first time a unit enters a body pile space in a round, roll the effect die. On a 1-3, they are grabbed: take 1 piercing damage and become unable to MOVE, step, or be involuntarily moved until the start of their next turn.

31. REFECTORY

Practice chamber for apprentice necromancers to assert their will over the common dead.

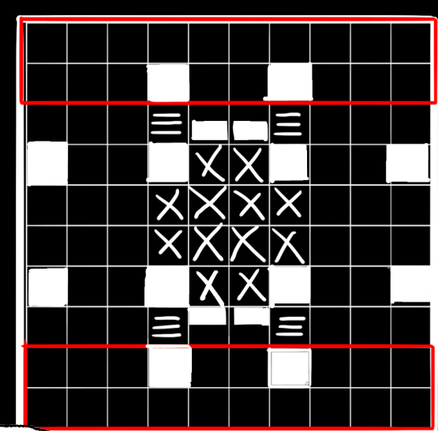
Summoning Circle: Special spaces are *summoning circles*. Necromancers may end their turn in a summoning circle and INTERACT with it to *summon* a new SOULless thrall from their faction in free space in range 1-2. This removes the circle.

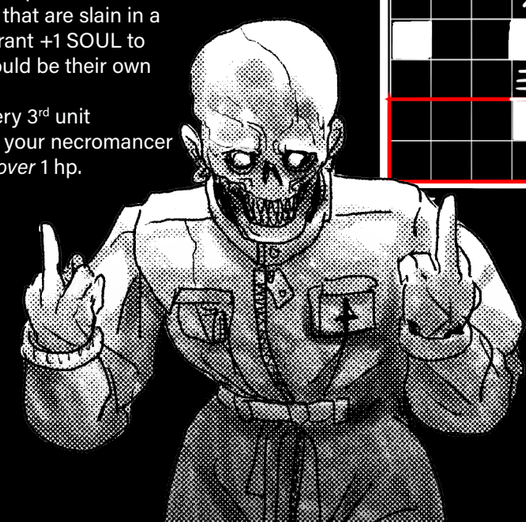


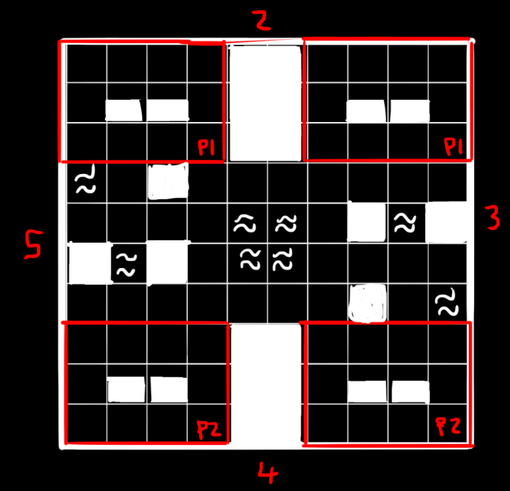
33. ENTRANCE HALL SACRIFICIAL PIT

One of the massive sacrificial pits on the perimeter of the city, overseen by the judicator demons. New arrivals to the city are encouraged to hurl themselves into the pit to save themselves some trouble.

Sacrificial Pit: Special spaces on the map are *sacrificial pits*. Sacrificial pits are hazards and adverse terrain. Units that are slain in a sacrificial pit space *also* grant +1 SOUL to the attacker's side (this could be their own side!).
Pleased by Sacrifice: Every 3rd unit sacrificed (from any side), your necromancer may gain *1 strength* or *recover* 1 hp.







34. MALEBOLGE BULWARK

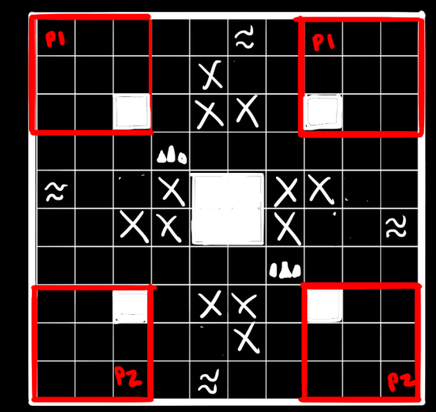
An iron embankment holding back the Frozen Hell from overtaking the city. So cold that the limbs freeze before death is felt.

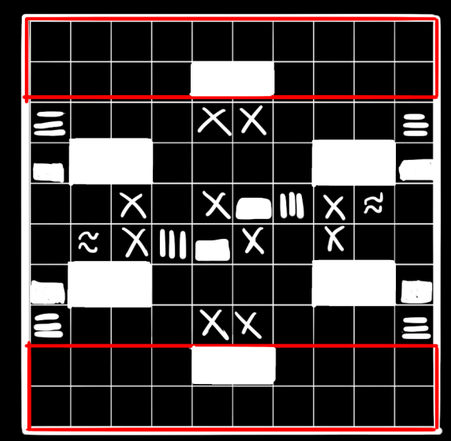
Wind of Malebolge: Mark each map edge with 2, 3, 4, or 5. At the end of each round, one player rolls the effect die (switch each round). An icy wind whips across the map, pushing all units 1 space away from the map edge. Units pushed into walls take 1 piercing damage. (1) Rolling player chooses (2-5) marked map edge, (6): Player to the left of the rolling player chooses.

35. HELLFORGE

Boiling pits where the hairy devils of the forge make smoking armament to torture sinners.

Molten Forge: Special spaces are molten pits. Units that end their turn in molten pits may roll the effect die. 1-4: Unit gains 1 vulnerable. 5-6: Unit gains SUPER armor and immunity to hazards.
Building Heat: All units take 1 fire damage at the end of rounds 4, 5, and 6.

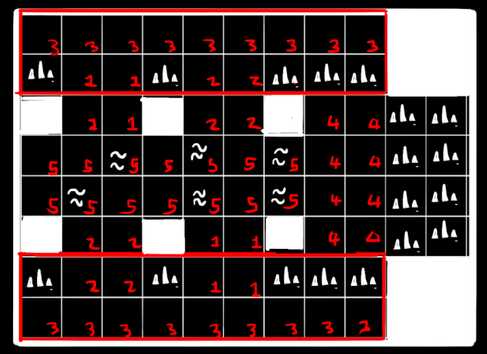




36. CREMATORY

The work of corpse disposal is never-ending in the city where nobody can die.

Corpse Vents: Special spaces are smoke vents. Units that end their turn in smoke vents take 1 vulnerable. Smoke vents block line of sight. Units inside of smoke vents have no line of sight except to adjacent spaces, and units can only draw line of sight inside of a smoke vent if they are adjacent.



41. HELLMOUTH

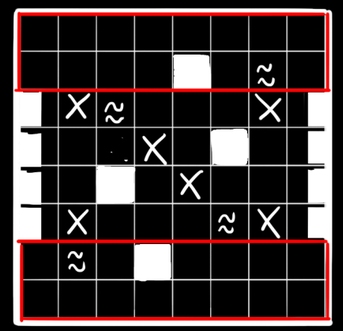
One of the great Hellmouths that dot the city. The boiling heat blasts the flesh off the bone and is poisonous to the faithful.

Hellfire: Special spaces are *hellfire* spaces. At the start of each round, roll 1d6. The marked special spaces on the map light up with hellfire at the end of the round. All units standing in a hellfire space take 2 devil damage.

42. WILDLIFE SANCTUARY

An odd area that has been cleared for living, if sickly animal life to flourish. A curse has been placed so that anyone that harms them takes wracking pain.

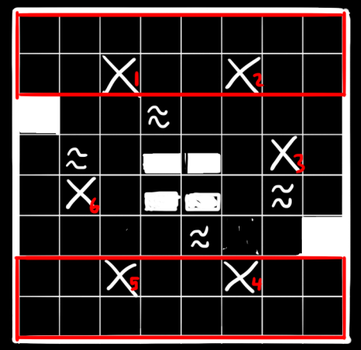
Curse of Peace: Place *neutral* wildlife units in every special space. Wildlife units have 1 hp, 4+ DF, and are slain if any unit is pushed or pulled into their space. If they are slain, the necromancer allied with the ACTing unit takes 1d3 piercing damage. This damage is unavoidable and could slay the necromancer.

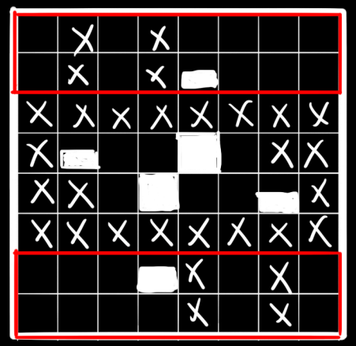


43. GHOUL HUNTING GROUND

This area rings with the howls of the Stained dead.

Elder Ghoul: An elder tarsal ghoul roams this map. The ghoul is a 1x1 *neutral* unit that is is immune to all damage and effects. At the end of each round, roll 1d6 and teleport it to one of the marked special spaces. If that space is occupied, the occupying unit is *obliterated*. It then attacks the closest unit in range 2 from the space, dealing 1 damage on miss, or 2 piercing damage and inflicting 2 vulnerable on hit. If two or more units are equidistant, roll randomly to determine which it attacks.

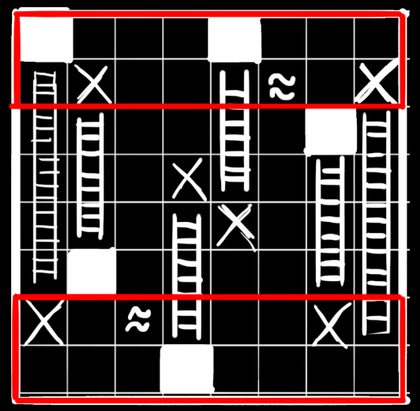




44. POISON SWAMP

Surprisingly uncommon.

Poison Swamp: Special spaces are *poison swamp* spaces. Poison swamp spaces are adverse terrain. Units that start or end their turn in poison swamp take 1 piercing toxic damage. This damage cannot reduce a unit below 1 hp.
Green Herb: You may give the green herb to one non-necromancer unit. This makes them immune to the poison swamp. They drop it in their space if slain, and a new non-necromancer unit can pick it up by INTERACTing with it.



45. UNDERMINE

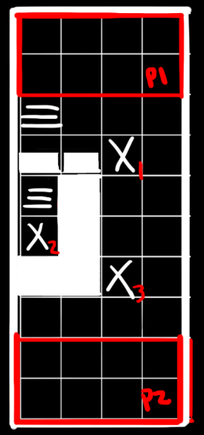
Old abandoned mine where some enterprising underlord has attempted to strip the city of what little riches it possessed.

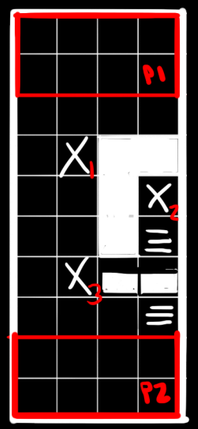
Mine Carts: Special spaces are carts on the track. Units may push the cart by INTERACTING with it. This moves any unit in the cart 1d3 spaces along the track with the cart in either direction. Any unit in the path of the cart makes the cart stop moving, then that unit takes 1 piercing damage and is pushed 1.

46. SPLIT

Ritual chamber where two howling voids in mouths of demon statues create rifts that cross space.

Gates: Special spaces are *teleport gates.* A unit can INTERACT in a teleport gate space to teleport to the linked gate. An unit standing in a teleport gate when a unit attempts to teleport in takes 1d3 piercing damage and is picked up and replaced in a free adjacent space of its choice.
Dimensional Weakness: All units may teleport 2 when MOVEing instead of their normal movement.

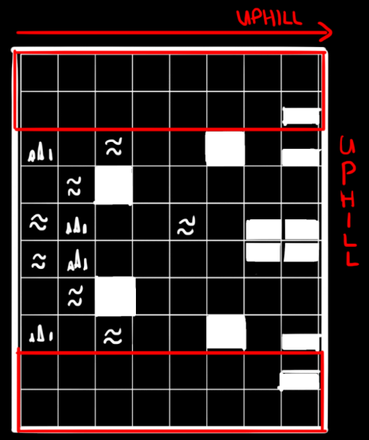


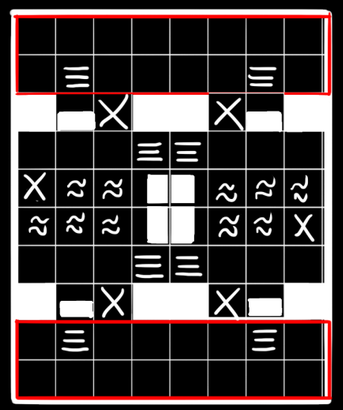


51. THE HEAP

A massive tumble of decaying buildings and detritus from the ages. Civilizations slump into each other and into the void.

Slope: This map is sloped up towards the marked map edge. Units moving uphill count it as adverse terrain. Units being pushed or pulled are moved +1 spaces downhill, and -1 spaces uphill.
Slide: All corpses and walls created on this map (not those that start on the map) move 1 space downhill at the end of the round. If a wall would enter a unit's space, it stops and deals 1 damage to that unit.





52. TWO FORT

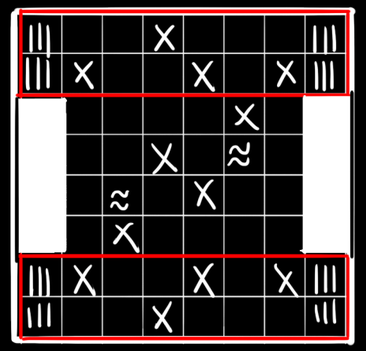
Old forts, left in place by an invading mortal army, one of the many feeble crusades.

Emplacements: Special spaces on the map are both *fortified spaces* and *rifle turrets.* Units standing in fortified spaces have their DF increased by +1 (max 6+). Turrets allow a unit standing in them to make the following ACT: Turret shot, range 2-5, attack. On hit: 2 damage (5+) and inflict 1 vulnerable.

53. BLOOD GULCH

A dusty gully between church and buttress, choked with ash.

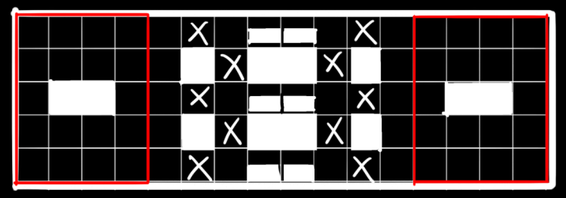
Weak Floor: This map has *destructible floor.* After a unit is damaged inside a destructible floor space, it becomes adverse terrain and that unit then gains 1 vulnerable. Floors can also be destroyed by INTERACTing with them if a unit is not standing in them, turning it into adverse terrain.

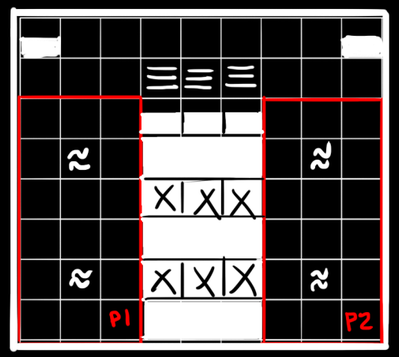


54. DISMEMBERMENT MACHINE

Great guillotines line the corridors here, endlessly hacking away for no discernible purpose.

Chop Chop: Special spaces on the map are guillotines. The first time in the battle any unit enters a guillotine space, roll the effect die. 1: unit takes 1d3 piercing damage. 4-6: nothing happens. Then the guillotine is deactivated.
Torn apart: Units slain on this map drop an extra corpse.





55. CHOKED HALL

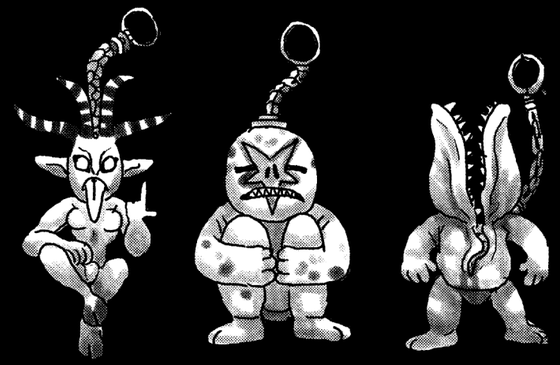
A semi-collapsed castle hall, draped with rotten finery.

Debris: Special spaces on the map are debris. Debris spaces are walls. A unit can excavate them by INTERACTing from an adjacent space and ending their turn. If a unit has a strength token, they can spend it to not end their turn with this excavation.

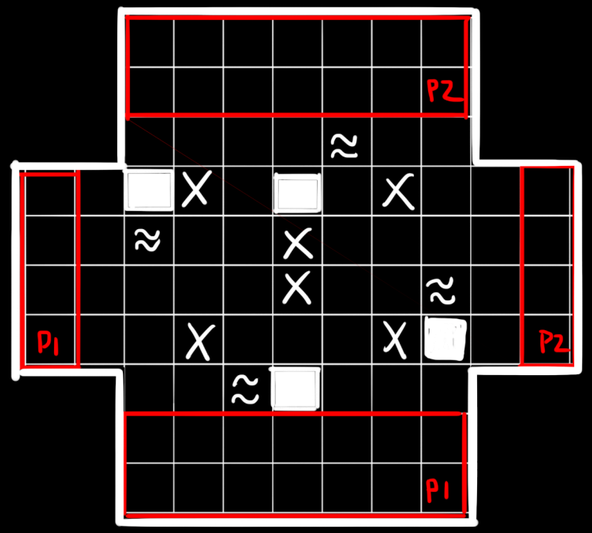
56. ECHO OF A PAST TIME

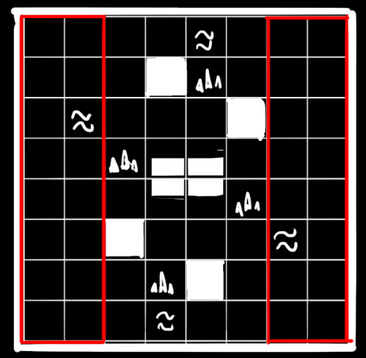
Time and space are warped here.

Haste: Special spaces on the map are *haste* spaces. Unitsentering a HASTE space may immediately MOVE for free, but no more than once a turn.
Turn of Time: All units may teleport 1 at the end of their turns.



Na'aketh, Icon of Sin (Rare). *Yorg, keeper of the keychain.* *The Slithering God (Super Shiny Rare).*





61. WRITHING CHAOS

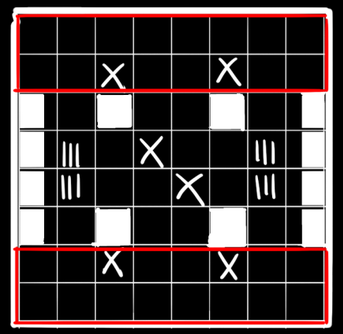
The city unravels. The very air twists and bends here. Nothing can survive here for long.

Oblivion: All units reduce their max hp by 1 at the end of each round (min 1), then recover 1 hp.

62. BALLROOM

A tarnished and ruined dance hall from some baron's estate, cut from the mortal world and transposed into the city like a graft.

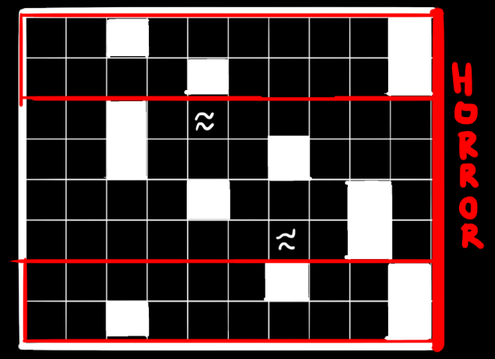
Chandeliers: Special spaces on the map are *chains*. A unit can cut a chain by INTERACTing with it to collapse a chandelier on any unit in range 3. Roll the effect die. 1-2: Unit dodges, pushing it 1 to the side of attacker's choice. 3-4: Create a hazard space in a free adjacent space to the unit. 5-6: As 3-4 result, but also deal 1 damage to that unit.

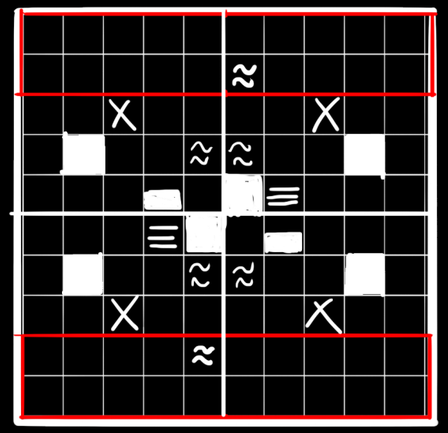


63. THE WITHERER

A colossal cyclopean horror prowls this part of the city. Its gaze strips flesh from bone.

Cyclopean Gaze: Any unit out of cover and in line of sight from the marked map edge at the end of each round takes 1 piercing damage and 1 vulnerable from the gaze of the chthonic horror off that map edge.

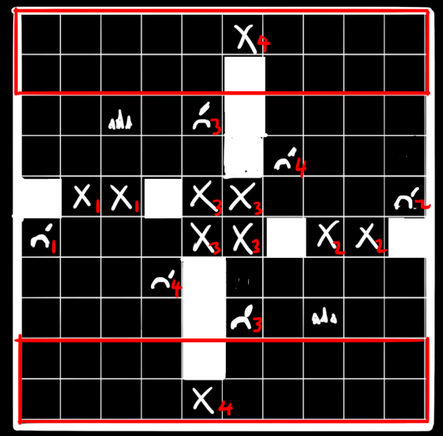




64. TRAPPED CHAMBER

Many of Anzenmezzeron's districts are trapped in mortifying and horrible ways, often for no reason at all other than paranoia and cruelty.

Horrifying Traps: Any unit may INTERACT with a special trapped space to pull the lever. This deals 1 piercing damage to all units in the map quarter where the lever is, except the lever space, and destroys all walls in that quadrant. A lever then deactivates.



65. CRUSADER ARMORY

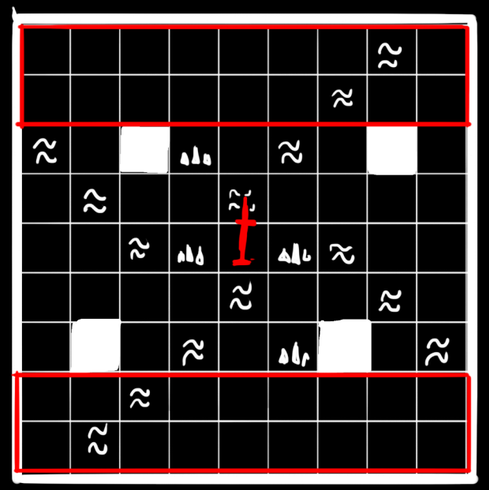
An old fort, crusted with crusader remains, but still functional.

Gates: Special spaces are gates. Gates can be closed by INTERACTing with their marked lever space, creating gate spaces in the marked locations. Gates count as walls (with 2 hp as normal) that grant line of sight, but block passage. All units on the other side of gates gain cover from any aggressors.

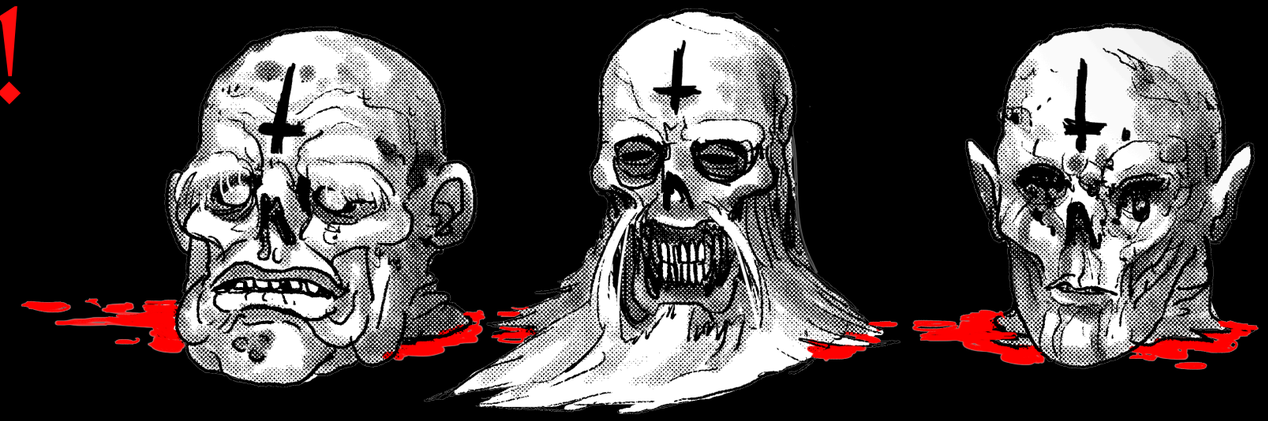
66. NAGEL

The Black Sword is impaled here, its twisting tines ringing with the wailing of souls.

Nagel: The unholy sword Nagel is impaled in the middle of the map. A unit may unsheathe Nagel by INTERACTING with it. That unit deals +1 damage with all abilities and is immune to all damage and effects but is obliterated at the end of its turn by forces beyond its comprehension, dropping Nagel in its space.



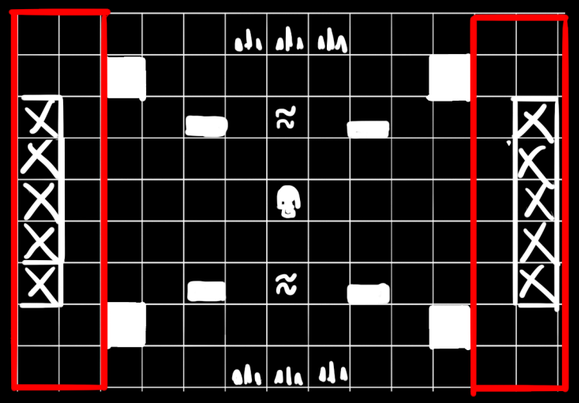
Skulls! Skulls! Skulls!



Ancient Necromancer Skulls are in high demand in Anzenmezzeron, not in the least because of the power they contain. Necromancers are inured against death due to their pacts with devils or greater powers of Hell (or other forces), and so are vastly less affected by the degradation of repeated resurrection, known as the Black Stain. It takes a long time for a full, titled necromancer to lose their minds and bodies to the stain.

Even so, there are those that have been in the city thousands of years and are now (literally) merely a fraction of themselves. Barely a glimmer of consciousness is left in their skulls, but the crystallized power they contain is highly valued by demons and other practitioners of the dark arts.

Alternately, they are used as balls in several popular sports leagues.



1. Skull Soccer

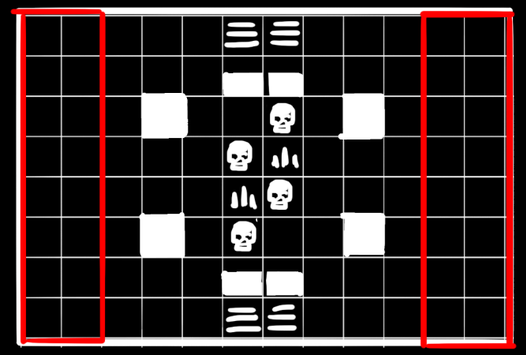
Respawn *in deployment zone. 8 Round limit.*

Place an ancient necromancer skull in the center zone. A unit may gain control of the skull by occupying its space.

Shoot: A unit with the skull may kick it by INTERACTing with it and rolling the effect die (1-2): 1 space, (3-5): 3 spaces (6): 5 spaces. The skull goes in a straight non-diagonal line (using regular line rules), moving as far as possible, or until it would enter the space of a unit or wall. Units gain control of the skull, even if they are an enemy unit. If the skull would be kicked into a wall, it stops in the last free space available but destroys the wall. This is the only way the skull can be moved.

Possession: A unit can attempt to take control of the skull by INTERACTing with an adjacent foe with control of the skull. Roll off with the effect die, winner takes or keeps control of the skull. The skull moves into a unit's space if they gain control of it.

Victory: If the skull is kicked into the goal zone, score 1 point and reset the skull to its starting position. Most points at the end wins. Ties resolved by shootout. Pick goalie and a shooting unit (purely for flavor) and roll off 1d6 per side, 3 contests to see how many points are scored. Game can end in a tie if tied after the shootout.



2. Capture the Skull

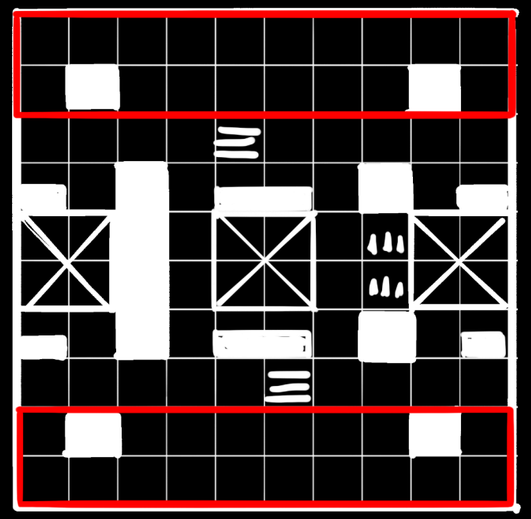
Respawn *in deployment zone. 8 Round limit.*

4 ancient necromancer skulls start placed in the middle of the map. A unit may pick up a skull by INTERACTing. Slain units drop a skull in their space. A unit that ends its turn holding a skull in their own objective zone scores 1 point and resets the skull to its starting point. Ties resolved by best of 3 coin flip.

3. Skull Harvest

Respawn *in deployment zone. 6 Round limit.*

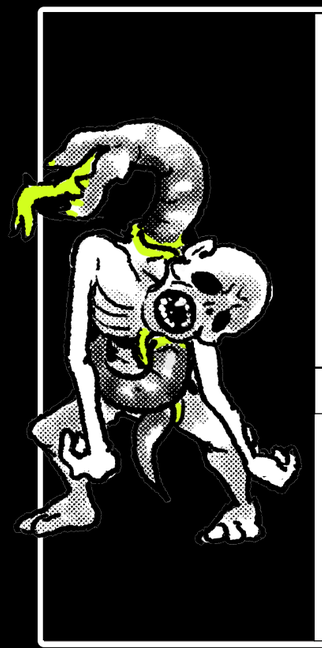
Skull Control: At the end of each round, a side that has more units in an objective zone than its opponents scores points equal to half the round number, rounded up, for each zone they control. If there is a tie for a zone, nobody scores points.



MALEGHAST REINFORCEMENTS

The following units can be taken in addition to any in the core Maleghast rulebook.

- The Peon is a new Thrall for the Hellminth faction from Games for Freaks volume 2.
- The Tarsal Ghoul and Famine Demon are **mercenaries.** A single unit slot of any type can be a Mercenary (so one unit, or two in the case of thralls). Any faction can take mercenaries. However, unlike core faction units, Mercenaries cannot be upgraded by Dark Power.



PEON

Hellminth Thrall

MV	AP	DF	ARM
4	2	2+	-

Traits

- *Necrophage*
- *Thrall:* 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

Shed Flesh: *Self*

Effect: This unit gains 1 vitality. At the start of its next turn, if not slain, this unit drops a corpse in its space, then loses this ability and gains access to *vicious thrashing*.

Vicious Thrashing: *Attack, Melee*

Special: Only available if Shed Flesh has been used.

Effect: 1 toxic damage, then 1 toxic damage to one or two different adjacent foes.

THRALL

EVOLVE: SLIP FLESH	EVOLVE: BURROWING MANDIBLE
Effect: This unit drops a corpse in its space, steps 2, loses *Shed Flesh*, and immediately becomes able to use *Vicious Thrashing*.	***Effect****:All three hits of vicious thrashing can target the same character.*

Toxic Collapse	Leaping Birth	Bloated Host
Effect: This unit may deal 1 piercing toxic damage to an adjacent foe if slain while shed flesh is active.	After evolving or after shed flesh completes, may step 2, ignoring hazards and adverse terrain.	Shed flesh and the Slip Flesh evolution drop 2 corpses.

Occasionally wormgraft fails, and the hellminth fails to parasitize its host. It loses all intelligence and becomes feral, quadrupeling in size and abandoning its failed host at its best opportunity.

TARSAL GHOUL

Mercenary Scion

MV	AP	DF	ARM
4	4	3+	-

Traits

-

ACT Abilities

Devourment: *Attack, Melee*

On hit: 2 damage. *On hit:* If target was standing on a corpse, or if this damage slays its target, remove any corpses in the target's space (including any it drops if it is slain) and *recover* 1 hp.

Goreglutton: *Adjacent*

Effect: Remove an adjacent corpse. Then, if a corpse was removed, *recover* 1 hp (3+) and gain 1 *strength* (6+) and regain ACT.

Expel Chunk: *Range 2-4*

Effect: A unit in range takes 1 toxic damage. Then create a corpse (5+) and an adverse terrain space under that unit.

SCION

Ghouls are the feral dead, whose long imprisonment within Anzenmezzeron has warped their body and minds to the point of unrecognizability. Instead of losing themselves to the stain, they thrive, though they are only semi-intelligent.

FAMINE DEMON

Mercenary Horror

MV	AP	DF	ARM
3	6	4+	-

Traits

- *Demon of Starvation:* At the start of its turn, this unit deals 1 *devil* damage to itself, then steals a positive token of your choice from up to two adjacent units. If no valid units are adjacent, it gains 1 *strength*. This damage is not optional.
- *Endless Hunger:* At the start of its turn, unit's MV stat is increased by +3 if it had no positive tokens on it before Demon of Starvation triggered.

ACT Abilities

Harvest: *Attack, Melee*

On hit: 1 damage, then 1 damage again.

Leap: *Self*

Effect: Step 3. This movement ignores elevation movement penalties, adverse terrain, and hazards.

The Black Retch: Splash (self)

Effect: Remove any number of positive tokens from this unit, then deal 1 piercing damage to any character in the splash area for each positive token removed. These tokens cannot be spent during this process.

HORROR

Among the weakest of demons, often cast out of Hell as punishment for minor sleights. Impossible to satiate, though they will work for food.

SLUDGE THIS WAY

CAIN

as above, so below

ARCHIVE 1998

- **New Agendas (Following Page):** Three new agendas.
- **New Blasphemies (Pg. 32):** Four new blasphemies available to any exorcist. These are relatively new in CAIN terms.
- **MOTHER (Pg. 40):** Fight **Mother.**
- **Perfect Sins (Pg. 42):** Extra-powerful sins that can be used as a campaign antagonist or as a significant difficulty bump for experienced groups.

open the gates, so I may enter
open the gates, lest I cause the dead to outnumber the living

CAIN

as above, so below

New Agendas: The following agendas can be taken by any exorcist. The **Broken** agenda is a new way to end a character's story. It might not be the best way.

DOLL

Agenda

Items:
- Give up on something
- **Willingly do something painful**

Abilities:

- **Flop:** Once a hunt, you can throw yourself to the ground. While in this state humans, sins, and exorcists will treat you as if you were dead, severely ill, or unconscious. It may distract them, and they won't target you in a conflict scene. You immediately end this effect by doing anything that would require an action roll, or it ends at the end of the scene. It only works once on the same target ever.
- **Soft:** You roll -1d for hard actions (even if they become easier later), but always gain +1d for straight rolls (actions that aren't hard or risky such as gathering information).
- **Pincushion:** Exorcists in short range from you can always take injuries or afflictions in your place. If they do, they gain 1 xp, but no more than once a mission.
- **Tagalong:** When you participate in teamwork, the leader of the roll always takes 2 nonlethal stress, but always gains +1D.
- **Daydream:** At the start of any conflict scene, you can recover all your stress. If you do, roll a max of 1d on actions for the rest of the scene.

CRADLE

Agenda

Items:
- Protect your ward from the consequences of their actions.
- **Let your ward suffer.**

Abilities:

When you choose this agenda, have one of its powers, or have its bolded item, choose another character as your ward. You can switch your ward around between hunts.

- **Matriphagy:** Your ward can deal 3 nonlethal but irreducible stress to you in place of a psyche burst as long as they are in short range of you.
- **Coddle:** Once a conflict scene, you may take the defend or aid action for free, targeting only your ward. This doesn't take your action for the round.
- **Fragile:** You gain +2 max stress, but can no longer clear stress by any means other than taking an injury.
- **Sin Eater:** Once a hunt, when you give your ward a warm gesture (a smile, a huge, a pat on the head), you can transfer any amount of stress and up to one affliction or hook from them to you. This could cause an injury or kill you.
- **Offering:** As long as you are in short range from your ward, you can gain 1d3+1 sin to prevent any injury to your ward, or 1d6+2 to prevent instant death. Each can trigger separately only once a hunt. Your ward instead remains at 1 stress below max. Describe how you avert disaster.

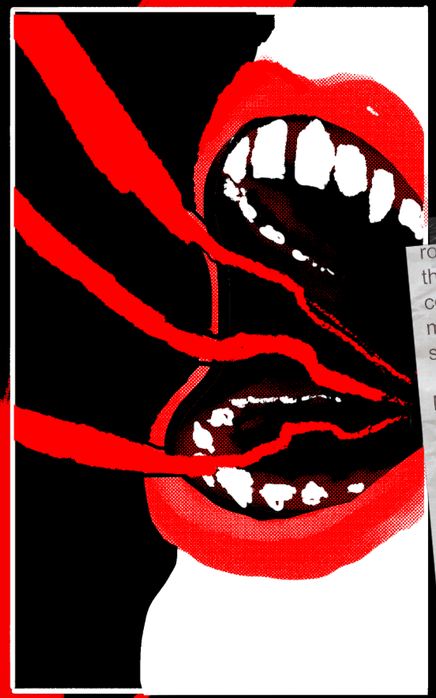
BROKEN

Agenda

- Kill
- **Kill**

Abilities:

- **Ripped at the Seams:** After pressure increases during a mission, mark off 1d3 sin boxes. When you sin overflow, you can always choose between losing and keeping control.**Retire your exorcist** after the current mission is over. Face execution or exile. **There's nothing left for you here.**



TONGUE

YOUR WORD IS LAW

rooted in the language center of the brain, suggesting connections to recorded manifestations of 'ecstatic speech' and 'divine language'.

Manifesting Tongue blasphemies requires special speech therapy conditioning X285 and restraint system 25 in accordance with Castle Code in order to avoid accidental exposure. You may be required to maintain silence for long periods of time. Your tongue may also turn 'pitch' or 'ink' black, or become forked. This is normal.

CASTLE

THE WORD

Passive: Your powers have no effect if you can't speak, or if sound is suppressed somehow. Using the same power from this blasphemy more than once before resting has ramping effects, which are not optional.

- **Second time:** +1 CAT (min. CAT 2), take 1 irreducible stress.
- **Third time:** +2 CAT (min CAT 3, max CAT 7), +1D, take 3 irreducible stress. Anyone in short range from you takes the defeaned affliction for the rest of the hunt (*hard* on rolls that require hearing).
- **Fourth time:** Power always resolves at CAT 7 and do not roll (automatic successes per die rolled). Afterwards, suffer instant death as your body is ripped apart by forces beyond comprehension, which cannot be ignored. Anyone in short range of you is permanently deafened.

BANG

Instant, CAT range

Effect: You say 'bang'. This causes a massive influx of force affecting up to a ½ CAT area with its center in range that typically manifests as an extreme pressure wave. It affects everything except you. Roll PSYCHE for its effects, and only spend a psyche burst on success.

- Gain +1D if the environment around you is quiet or subdued.
- Gain +1D if you are in an area with favorable acoustics, like a canyon, a performance venue, theatre, or a stadium.

SILENCE

Transmute, 1 scene, long

Effect: You say 'silence' and choose an area up to CAT size with its center at a point in range. Everything in the area completely stops producing noise. Anything mundane that would make a loud noise as part of normal part of its operation completely stops functioning, such as vehicle engines, creaky door hinges, guns, explosives, fireworks, etc. Your powers from this blasphemy or any other blasphemy or psychic effect that would create a loud noise do not work inside this area.

- Gain or grant +1D when next acting on this power.
- This power can easily affect the parameters of rolls.

NARRATE

Instant, short

Effect: Pick up to a CAT-sized group of humans or exorcists in range (which could include yourself), an object or location in range, and a verb. Then narrate a sentence using the following structure:

(He/she/they) was/were (verb)ing the (noun).

For example: *He was opening the door.*
She was falling in the air.
He was driving the car.
They were lying on the floor.

Roll *PSYCHE* for its effects, and only spend a *PSYCHE* burst on a success. After the sentence finishes and if the roll is successful, it becomes true, including moving any affected people where they need to be as if they were always there. This power does not adjust human memory nor can it create anything, change anyone, or directly harm anyone (it could still easily harm someone indirectly, as you can see from the examples).

DIE

Curse, Instant

Effect: You say 'die' and instantly kill all humans in an area up to CAT, centered on you. This is not optional, you don't get to choose who to kill or spare, and you don't require a roll to do so. If you used this power at least once to kill one person, at the end of a hunt, permanently fill in a sin box. If you used it at least once to kill more than one person, permanently fill in 1d3 sin boxes.

SNAP, CLICK, POP

Instant, short

Effect: You say 'Snap', 'Click', or 'Pop', and produce an effect that would normally produce one of those sounds. For example, you could use 'click' to open a locked door, push a button, or type on a keyboard. You could use 'snap' to break a weapon or an arm. You could use 'pop' to blow a car tire or shoot a gun someone else is holding.

If necessary, roll PSYCHE for effects that would be risky, unclear, or inflict harm, and only spend a burst on success. Otherwise, this power is always successful. When you or an ally next acts to gain advantage of this power, they may gain +1D.

TRACK

Check, one two, one two.

PLAYLIST

Passive: You have a powerful cursed object, which is the focus of your powers. It's a music player, typically a tape player or a cd player with attached headphones. It doesn't take KP, and you can supernaturally form and reform it in your hands at will. **Make a (real) playlist of 6 songs at the start of each hunt**. Some of your powers key off this playlist. Any music you play from this playlist can be heard diagetically (in the game) if you so choose. It appears to come from either a visible location in short range, your player, or nowhere in particular (like a soundtrack), and you can turn it on and off at will.

REPLAY

Charm, Whole mission

Passive: Without spending a psyche burst, you or an ally in short range from you performs a course of activity that takes no longer than 10 seconds, which you record on your player. It records you or your ally at the moment of the recording, including dress, speech, and objects held or worn, but nothing else around them. You can keep 3 recordings this way.

Active: You can playback a recording by spending a psyche burst. This immediately replays a psychic double of the recording. This double is physically tangible, looks and sounds believable, can inflict harm, and can interact with the physical world, though it de-manifests after 10 seconds and cannot interact in any way that was not previously recorded (for example, it can't respond to any speech, move through a wall, or open a door if it was not recorded previously doing so). Roll **PSYCHE** for its effects if they are unclear, contested, or risky, and only spend a psyche burst on success.

BOOST

Instant, short

Effect: You can activate this power before yourself or any ally in range uses a blasphemy and makes a **PSYCHE** roll. Pick a track from your playlist. Record the first three digits of the track length (like 3, 3, 5). 0s do not count, so a 10:35 track would record 1, 3, 5. For each die rolled, the action gains +1 additional CAT for every die rolled that matches a number recorded from the track length (min +1 CAT, max +3 CAT, max CAT 7).

VIBE

Charm, Self, 1 scene

Effect: When a scene starts, you may use this power to play a track from your playlist. Decide if the track is Melancholy, Chill, or Angsty. Gain a bonus based on the tracks' type for the rest of the scene.

- *Melancholy*: You or any ally relieve 1 stress when they fail a roll.
- *Angst:* After you or an ally gains an injury, hook, or affliction, they gain +1D on their next action.
- *Chill:* At the end of the scene, everyone in short range of you recovers 1 stress if there was no risky or hard rolls made this scene.

CLASSICS

SHUFFLE

Transmute, Instant, CAT area

Effect: You may choose any number of objects, vehicles, or people in the affected area. Anything swapped may have a size up to 1/2 CAT (min 0). You instantly swap their positions and momentum. You must swap things of approximately the same size and mass. If attempting otherwise, or if you need to roll for effects such as harm, roll PSYCHE and only spend a burst on success. When you or an ally next acts to gain advantage of this power, they may gain +1D.

TITLE

Summon, Instant, short

Effect: You play a track from your playlist. You can manifest in short range from you a psychic manifestation based on any part of the title, up to CAT in size or magnitude. The effect can create:

- A psychic copy of any object named in the title
- A psychic copy of any human or animal in the title
- A brief burst or energy, weather, or physical force (fire/rain/wind/push/pull/pressure) named in the title

The manifestation lasts until you would roll for its effects or actions, until you use this power again, or until the scene passes, then it dissipates. Anything created is tangible but has an aura of unreality or 'wrongness' around it to regular humans, who will catch on under close inspection. It can cause tangible harm or force and interact with the physical world but is in no way obligated to follow your instructions if it can act independently. If the use of this power would cause harm, or be risky or uncertain in some way, roll **PSYCHE** for its effects when it is used, only manifesting and spending a burst on success. Otherwise, it always takes effect.

Fact: The loose or leftover cursed objects created by this power are curated in Temerity archive 52. The collection is quite extensive and has a fairly rabid following among certain subsections of CAIN staff.

WIRE

They're like veins, if you really think about it.
You can even hear it's heartbeat.

NOTES (real).txt 32kb (100%)

Fact: WIRE has only been discovered by CAIN in the last two years, but the organization understands it fairly well. Users may develop the ability to 'hear' phone lines and electric signals. You will eventually be able to ignore this sound.
Involuntarily body modification through this power is common. Do not be alarmed. It will return to normal in 1-2 hours.

MAIN ARTERY

Passive: You have a cell phone, with better features such as wireless internet access. It doesn't take KP. You can produce or remove it at will, forming it from psychic energy, even if you lose it.

personalnotes_final_finalversion.txt

FILE EDIT VIEW link B I ___

TERMINAL
Self, Charm, 1 scene

Effect: You manifest a computer terminal that emerges harmlessly (but somewhat disturbingly) from your body, usually from your chest or back. While manifesting this terminal, activities are hard if you are moving or under duress, but you can otherwise act normally, including typing or interfacing from yourself. The terminal has a fast connection to the internet and is powered, regardless of location. Any other character interacting with the terminal can use **your** relevant skills to gather information using you. The first time in a scene someone gathers information this way, also gain +1D.

Ether Explorer v1.56

File | Edit | Tools | Help | https://www.freethinkingpsyc

NEWS: outbreak in city 34 leave | ankbutler search: keyboard came out chest help | dogs | "monster" sightings – the Tally, you | ETHERSEARCH

DECK
Adjacent, Curse, 1 scene

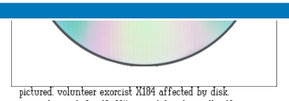
Effect: You flip a keyboard out from any object, construction, vehicle, human, or exorcist. The keyboard lasts until you produce a new one, or until the end of the scene. While the keyboard is out and you're able to type on it, when gathering information on your subject, you can interact with them as if they were a computer. You may roll either PSYCHE or the interfacing skill, whichever is higher. The first time you do this for each keyboard, gain +1D. You can flip it out from even impossible surfaces, it may be made from unusual materials, and it does not harm a person it is produced from, although it is hard to type on them if they are unwilling or while they are moving.

Castlepedia, the free encyclopedia – Banneret Browser

home | x stable roster | x deceased | x funny pics

POWERED 19.43.2002

DISK
Instant, adjacent



pictured: volunteer exorcist X184 affected by disk. exorcist reverted with 98% normal function after this picture was taken.

Effect: You touch an adjacent willing human or exorcist, or an object, vehicle, or construction of CAT size (including anything on or inside that object), and store them as a CD, spending a psyche burst. You can keep a number of CDs equal to your CAT +1. They reset between missions, and their contents are freed. A person stored is in a stasis of sort and has no awareness or sensation, and cannot take harm or be affected in any way, though hooks, talismans, and afflictions on exorcists within can continue to build up, affecting them instantly on release if filled. When you touch the CD again, or if is broken before them, the stored person or object reappears in a space in short range of you, regardless of it there is room for it or not. Roll PSYCHE for any of its effects.

AUTHORIZED ACC

SEERNET

35.556.90/seer/archive/records/va/794s

january 19th daily schedule | announcements | monthly bereavement leave schedule | HOPE access | weekly prayer

SURGE
CAT+2 range, Instant

Effect: You instantly transpose your physical form and a group of up to CAT size of humans or exorcists in short range from you into a psychic electrical charge, then travel rapidly through a phone line or a networked computer, appearing instantly on the other side. However, you must be able to clearly see your destination, or else know the phone # of the target you want to reach, or the network address of the computer on the other side. You can use this power without knowing your destination, but where you end up is entirely up to the Admin.

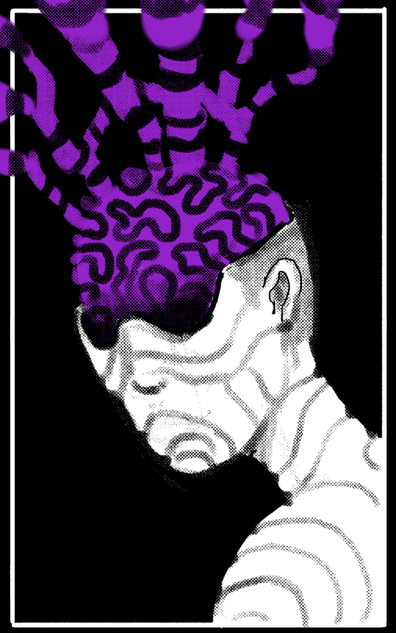
THEZONE 1001 re | why can i hear electric | ghost sightings east ne

https://www.truthseekers-real.net/power

CALL
Instant

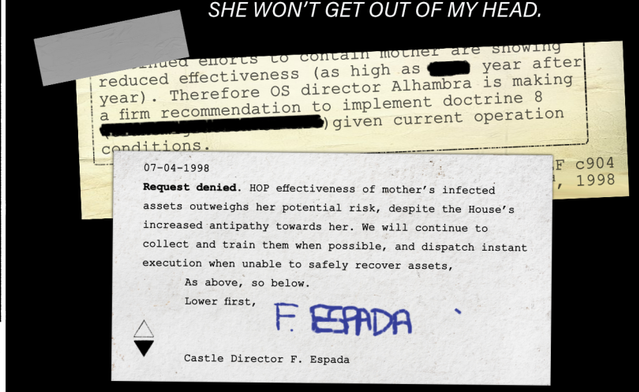
Effect: You call any human, sin, or exorcist. Only spend a psyche burst if they pick up. If they didn't have a phone on them, this power manifests one when they pick up, and a new number for them (which you don't know unless they tell you). This phone is a little odd and disintegrates into psychic energy when you rest.

198.56.789



Mother

SHE WON'T GET OUT OF MY HEAD.



reduced effectiveness (as high as [redacted] year after year). Therefore OS director Alhambra is making a firm recommendation to implement doctrine 8 [redacted] given current operation conditions.

F c904
, 1998

07-04-1998

Request denied. HOP effectiveness of mother's infected assets outweighs her potential risk, despite the House's increased antipathy towards her. We will continue to collect and train them when possible, and dispatch instant execution when unable to safely recover assets,

As above, so below.

Lower first,

F. ESPADA

Castle Director F. Espada

MOTHER'S EMBRACE

Passive: When you sin overflow, you may gain a **Mother's Mark** instead of a regular sin mark, and roll 2d6, picking the lowest, if you choose to keep control.

Mother's Marks

A mother's mark does not lower sin overflow cap, but still counts as a sin mark in all other aspects. It has no other gameplay effects. Roll 1d6 for its aspect. You can gain the same mark more than once.

1. **New eye** in center of forehead. Looks around on its own. You cannot see through it. *It is not yours.*
2. **Large patch of skin or hair** loses all color, then gains banded stripes.
3. **New pupil** in eye.
4. **New tongue**.
5. **New limb.** Elongated and double jointed.
6. **Spiraling patterns,** warping the skin and muscle. Patterns change and shift over time.

If you lose control and have at least one Mother's Mark, you become subsumed into Mother, becoming a **Mother's Favorite** instead of an Imago (see pg 41). This is not a kind fate.

UNRAVEL

Instant, Self, Charm, until rest

Effect: You unravel your skin, muscle, and organs into a pulsing mass. You can reform body parts such as hands, mouths, eyes, or teeth anywhere in this mass at will. While in this form:

- You cannot use or benefit from your own psychic powers (other than this one), but psychic powers or effects from others can still affect you
- You can spread through spaces as small as a sink pipe, spread out your total mass over an area equal to CAT, or compact your mass into a tight shape about the size of a piece of luggage.
- Roll PSYCHE for any effects you'd use this form for while it's active.
- Humans are typically terrified by this form, and the next action against a human or group of humans after taking this form takes +1D.

When your party rests, or when you end this power, you reform in any area that has enough space for you that your mass is touching. If there is no room for you, you instead reform when there is space.

POLYP

Entire Hunt, Charm, Adjacent

Effect: You harmlessly but gruesomely remove and place either or both of your **eyes,** or your **mouth,** (or any combination of your eyes and mouth) on a human, exorcist, sin, or flat surface you can touch. For unwilling or unaware targets, roll PSYCHE and only spend a burst and activate this power on success.

You can see and speak normally from your eye and mouth, but they disappear on your face for the duration. You take any stress your eye or mouth would take as a consequence of your actions with them, and they return to your face when you end this power, or after they take harm.

Additionally, any number of times while active, you can take 1 sin to use a blasphemy power from any eye or mouth in CAT+2 range as if you were there, spending a psyche burst as normal. Gain +1D if doing so would grant you an advantage.

KNOT

Entire Hunt, Self

Passive: When you gain any amount of stress, you can capture its negative energy without spending a psyche burst, appearing as a raised knot in your skin. Reduce stress suffered by 2 for each knot gained. You can capture up to 3 knots. At the end of any scene in which you have one or more knots, roll 1d6. When a knot bursts, you take 2 irreducible stress.

- On a **1-3,** take 1d3 sin and burst a knot.
- On a **4-5,** take 1 sin and burst a knot.
- On a **6,** take no sin and don't burst a knot.

COLONY

Self, Ally, Short

Effect: Gain 1d3 sin, then you or an ally in range gains a fleshy shield that absorbs 2 stress from external harm. If a character already has such a shield, increase it by +2, but they also gain 1d3 sin.

COIL

Instant, Short

Effect: Your limb peels apart its flesh and skin, then lashes at a target in short range like a whip, dealing harm or pulling them some distance. Roll PSYCHE for its effects.

- Gain +1D if you have 3 or fewer sin boxes remaining
- Gain +2 CAT if you have sin overflowed this mission.

TEMPORAL CODE: TYPE 3

Please affix stickers firmly.

Recorded 11.3.1998. 00:45-03:22
Subjects: U-176 and U-988
TM Archive 43.5.06.
Transcript

00:45.03 (U-176): I've been thinking.

00:45.04 (U-988): (Unintelligable)

00:46.55 (U-176): You ever thought about how you can't say 'it'? Like with… her. You can't say it. You gotta say her. Her. Her. It drives me crazy. Fuckin' spooks me, man. Her.

00:47.10 (U-988): Her. Yeah I dunno. Her. Yeah, it's weird.

00:47.14 (U-176): Also, you ever think about how catching her gives you psychic powers? Does that mean everyone could get psychic powers? Do you hink the original host was thinking about that?

00:47.45 (U-988): Hold. Hold on. I see. Check, check the gate.

[redacted]: Oh fuck.

Mother's Treasures

Use these foes if you want to fight Mother. Mother is a reoccuring problem in current and abandoned Temerity facilities.

Several reactions from fighting Mother can infect exorcists with her. Gaining her this way doesn't lower sin cap, doesn't immediately grant a power, and doesn't raise xp cap like gaining a new blasphemy normally would. Otherwise, treat her like a normal blasphemy.

Mother's Sweet

Sin/Anomaly. Execution talisman 2 (solo), 6 (swarm)
CAT 0-4

Relatively weak, result of colonization of the graceless. Act in perfect synchronicity around other parts of Mother.

Reactions:

Inflict harm. Attacks with: Spiny extrusions, venomous bite (1): 3 stress and 1 sin. (2/3): 2 stress (4+): 2 stress.

Or: Threat (1-2: Join - Swarm Only): Erase up to 4 slashes on execution talisman if successful, then become a Mother's Dear, replacing all reactions.

Or: Threat (1-2: Colonize): Jab with sharp spine. If successful, kills self, but then deals 5 stress to its target and *infects* that exorcist with Mother.

Mother's Dear

Sin/Anomaly. Execution talisman 4 (solo), 8 (duo)
CAT 1-4

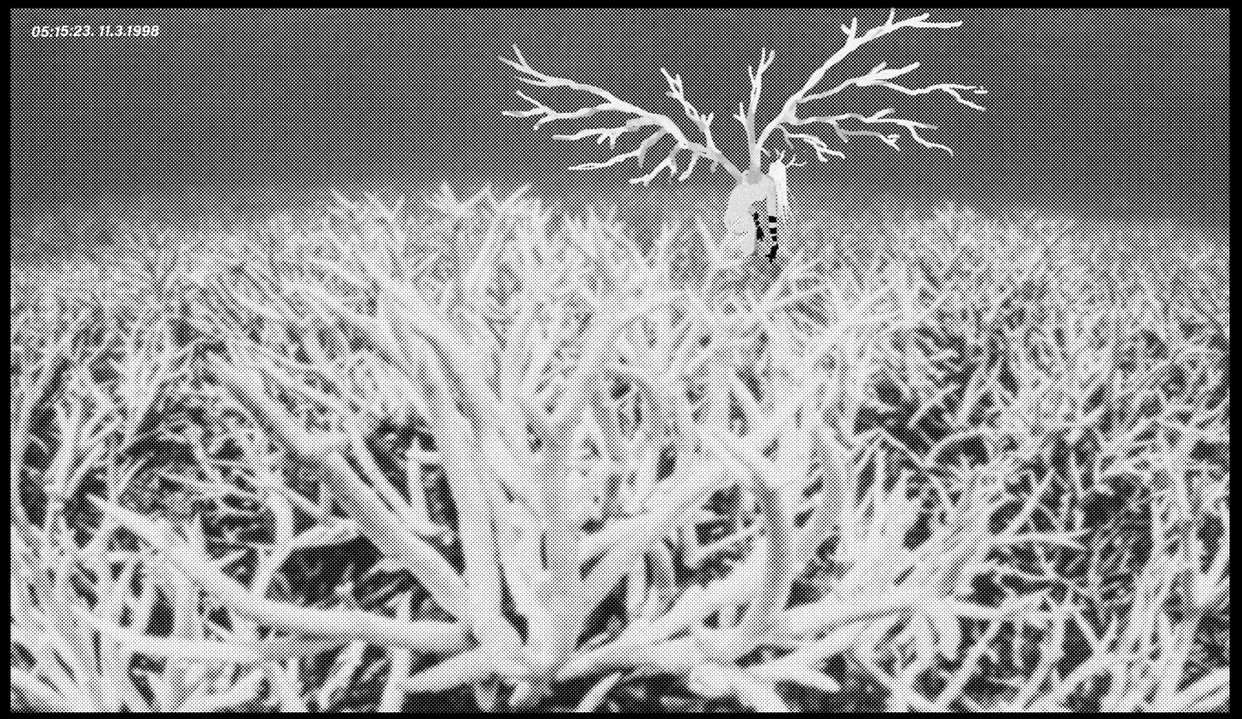
High priority target for execution. Result of multiple graceless subjects fusing. Very slow, but methodical. Barely flinches when struck. Has no individual sense of preservation.

Armored: takes -1 slash from direct attacks of equal or lower category unless armor is dealt with through setup or circumstance (finding weak points, cracking with overwhelming force, etc).

Reactions:

Inflict harm. Attacks with: Carapace, horned headbutt, retractable spines (1): 4 stress and smashed rib *affliction* (physical exertion of any kind is hard). (2/3): 3 stress (4+): 2 stress.

Or: Threat (1-2: Colonize): Jab with sharp spine. If successful, kills self, but then deals 5 stress to its target and infects that exorcist with Mother.



Mother's Favorite

Sin/Anomaly. Execution talisman 6+CAT (solo)
CAT 1-5

Three types observed: The **first,** the result of latent fusion of many other fused parts of Mother, even the graceless, created a gestalt grace. The **second,** a result of colonization of a graceless individual of high willpower, granting them Mother's grace wholesale. The **third,** a result of colonization of an individual with high grace concentration, typically an exorcist.

Mother Knows Best: Any exorcist that becomes a Mother's Favorite can suggest to the GM what their reactions should be. Then the GM ignores this, and does what Mother would do (Mother wants to survive, feed, and multiply).

Armored: Takes -1 slash from direct attacks of equal or lower category unless armor is dealt with through setup or circumstance (finding weak points, cracking with overwhelming force, etc).

Reactions:

Inflict harm. Attacks with: Whipping spirals of flesh, coral spines, super-pressurized blood jets. (1): 5 stress +2 sin. (2/3) 3 stress +1 sin, (4+) 2 stress.

Or: Complications or Threats: Reinforce armor, grow extra spines, unravel body, burrow into wall or floor, overwhelm with psychic scream.

Or: Complication (1-3: Nest, 1/scene): Releases a vaporized form of Mother into the air. Coral polyps start growing over all surfaces. Start a 6 talisman to deal with the complication, and a 6 talisman to track actions to deal with it. Slash complication once after each player turn. At 4+ slashes, all exorcists take 1 nonlethal stress after taking action if they have to breathe. When it fills up, all exorcists take 1d3 sin, 3 irreducible stress, and this effect ends as the polyps explode.

Or: Threat (1: True Colonize): Jab with sharp spine. If successful, deals 5 stress to its target and infects that exorcist with Mother.

If you want to run a Mother's Favorite as a hunt target, run it as a reskinned Centipede or Ogre sin, choosing one for the base, and picking domains from either. Also use the above harm reactions, threat, and complication.

Perfect Sins

Perfect sins are special grade hardened targets, widely feared by even experienced exorcists. They are thankfully very rare, and manifest in two ways. The first, and more common, is when a sin host is able to partially manifest but suppress their sin for many months or many years, rendering it both barely detectable by CAIN and also preventing it from majorly interfering with their everyday life. Mundane humans may sense that an afflicted host is struggling somehow, physically and spiritually - they may seem 'off' or unwell. The nascent sin swells and festers, growing hardened and calcified, like a scab over a wound. When it eventually breaks through its host's willpower and fully manifests, it is more vicious, more extreme in its appetites, and vastly more powerful.

The second way a **Perfect Sin** manifests is when an **Imago** that used to be an exorcist is allowed to escape and evolve, unlocking its full power.

Perfect sins emergences are classified by CAIN as special grade, high priority events (usually named Calamities), and only experienced exorcists are dispatched to deal with them. They only manifest at Category 3+. and can manifest up to **Category 6.** They are notably more humanlike in aspect and speech than most sins, and capable of utilizing weaponry formed from their bodies, as well as tremendous psychic abilities.

In game terms, perfect sins are intended as a significant challenge for experienced players that have powerful or capable higher category exorcists, and they up the difficulty and attrition of the game significantly. They have the normal types and forms, but are vastly more powerful than regular sins.

Using Perfect Sins

Perfect sins are for your group to use when the tension of the base game has lowered due to player ability. They make an excellent **primary antagonist** to finish a campaign, or they can also be used for any exorcist that turns **imago** and is allowed to flee and become a full sin.

Perfect sins abide by the following rules:

- Their **execution talisman** is 10 base. Additionally, it scales twice as fast with CAT and pressure. (Total talisman is 10 + 2xpressure +2xCAT). Therefore a CAT 4 perfect sin, at 0 pressure, will have a talisman of 18.

- Perfect Sins can be **category 3+** only, and can be **category 6.**

- All **traces** created by the sin have their execution talisman increased by +2.

- All perfect sins have a **stronger severe attack**, and **improved abilities** noted in their entry on the following pages.

- Each Perfect Sin starts with one of the following **complications** active and activates another for free when it takes a reaction at 50% talisman or lower. These complications don't count against the maximum and don't take a reaction to activate. Each has a 6 talisman to clear.

EK Armor
-1 slash taken from harm without teamwork or setup.

EK Stress Field
Stress dealt cannot be reduced.

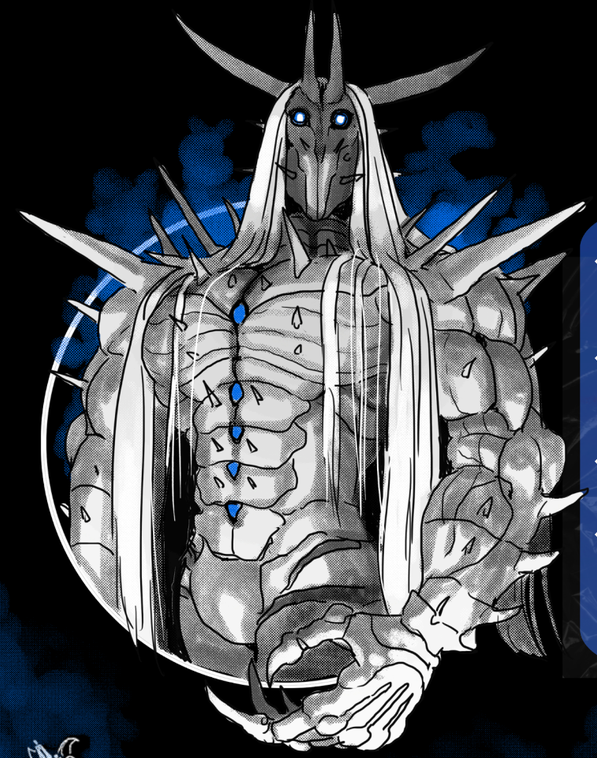
Misery
Exorcists cannot roll more than 3 dice on any action.

Malice
First reaction taken a round rolls 3d6 for risk, picking the lowest.

Annihilation
Start a 6 talisman. Slash it once after the exorcists act. The sin regains its Severe Attack when the talisman fills to 6 if it was already used. If it wasn't used, it may immediately use its Severe Attack as a free reaction.

You'll notice **category 6 sins** are above the baseline ability of even the most senior exorcists. Against CAT 6 sins, abide by general CAT rules (**all** actions are hard, risky, or may be impossible without setup or circumstance).

As above, so below



Only the dead receive flowers.

Perfect Ogre

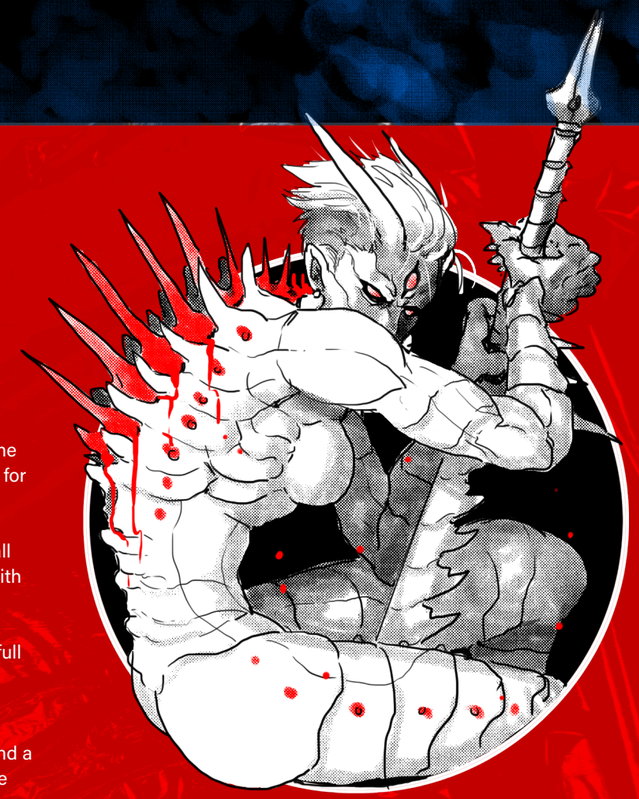
You see it too? For me, it's always like this.

- **Suffocate:** Exorcists cannot rest inside the miasma for any reason, nor can they use any kit with the consumable tag inside.
- **Perfect Decay:** Any stress taken from the ogre or its traces on a 1-3 reaction grants the *rotting* affliction (pg 133, CAIN).
- **Sunkiller:** The Perfect Ogre deals +1 stress with reactions to exorcists with an injury.
- **Field of the Limbless:** *Pulverize* rips off a limb for EACH 1 rolled, instead of just a single limb if two or more ones are rolled. If an exorcist has 3 or more limbs ripped off, they also suffer instant death.

Perfect Hound

I alone will stand before God.

- **Perfect Reflex**: The hound takes two free reactions at the start of the first round of any conflict scene (still roll 1d6 for each).
- **Berserk:** At 50% talisman or less, deals +1 stress with all reactions, and may use a *threat* to inflict *instant death* with a 1-3 reaction.
- **Perfect Body:** When exorcists rest, the hound heals to full on its execution talisman.
- **Blood Sated Sword Soul:** Every exorcist flying to aid another exorcist targeted by *Apoplexy* takes +1 stress and a flay scar. All humans in a CAT sized area centered on the hound are instantly slaughtered.



When will your bloodlust be sated, Exorcist?

殺してやる殺してやる殺してやる殺してやる殺してやる殺してやる

PERFECT IDOL

*Poor things. Needless suffering. Too much **thinking.***

- **Mock:** The Idol's base execution talisman is 6 instead of 10. However, at the start of the hunt, the Idol may ask the following trauma questions to any exorcist. During a conflict scene, the Idol may use the answers to counter an exorcist's action, reducing slashes taken by 1d3 and inflicting the same amount of stress on the triggering exorcist. Each answer can only be used once.

Are you human?

When did you realize you are a tool?

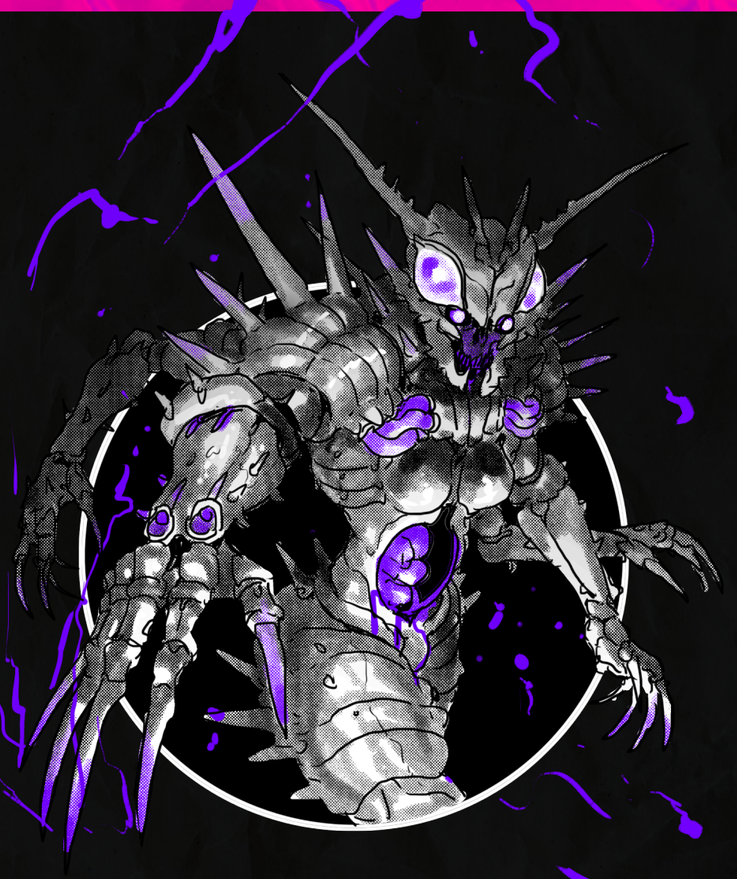
What precious thing have you lost forever?

- **Perfect Dream:** When the exorcists rest, two exorcists of the Idol's choice gain an idol affliction.
- **Perfect Divinity:** Divine Agony cannot be invoked against the Idol.
- **Ritual of Flesh:** *Marriage* can target and fuse 3 exorcists, and inflicts 1d3 sin on each.

PERFECT CENTIPEDE

*TOO LOUD. **TOO LOUD. TOO LOUD.***

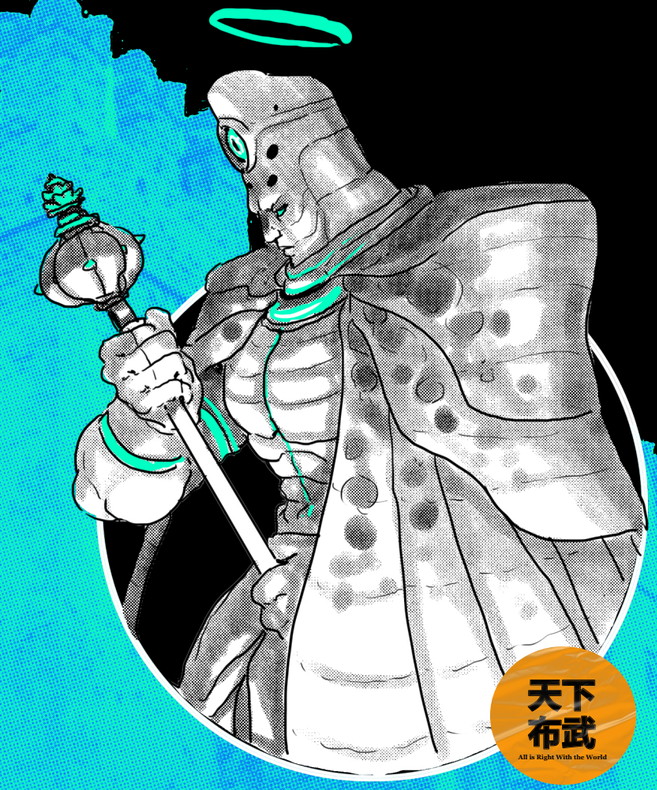
- **Perfect Venom:** Exorcists get a single dose of centipede antivenom for the entire hunt.
- **Dead Century World:** All exorcists present take 1 nonlethal stress at the end of every conflict scene round.
- **Perfect Massacre:** Depopulation of the area increases to 40% per tick of pressure. Spillover over 100% represents casualties OUTSIDE of the area.
- **Eternal Hatred:** Vitriol targets a second exorcist. Exorcists flying to aid must choose which to aid, excluding the targeted exorcists.



PERFECT LORD

Open the Gates, and I will reveal to you the Kingdom.

- **Perfect Kingdom:** Resting anywhere causes you to enter or exit the Lord's Kingdom (it's choice).
- **Immutable Control:** When the lord creates a complication, it takes +2 more slashes to deal with (this includes the free complications from being a Perfect Sin).
- **Perfect Purity:** Exorcists gain +1 sin when gaining sin inside the kingdom.
- **Immaculate Prosecution:** Judgement allows no other exorcist to aid.



PERFECT TOAD

Nice toys. I think I'll take them.

- **Perfect Larceny:** The Toad steals 1d3 resting dice from the exorcists when they rest and may roll and spend them to heal.
- **Get a New Trick:** Once a round, as a 1-3 reaction in a conflict scene, the Toad may seal an exorcist's blasphemy power. That power may not be used this scene again without first taking 1d3+1 sin each time.
- **Perfect Spawn:** Toadspawn are Sins and deal +1 stress on all reactions.
- **Shadow of the True Self:** *Grand Finesse*'s shadow execution talisman gains +CAT and +PRESSURE length and it now becomes a combatant (stat as a binder, pg 153, CAIN.). It can react alongside the sin once a round for free, like a Trace.

They bled you dry/They bled you dry/The pandaemonium is nigh.

CHASM

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